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SEGA



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Impact from Bludger

Nimbus from Hogwarts, from Professor McGonagall

Heroics from you

Connect  
adventure from  
Nintendo  
connectivity



Violence



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# CONTENTS

VOLUME 162—NOVEMBER 2002

## GAME STRATEGIES

- 48 **Mario Party 4**
- 66 **Star Fox Adventures**  
Part 2: We're crazy like a... ah, no wonder!
- 82 **Super Mario Sunshine**  
Part 2: Do we love Mario or what?
- 102 **TimeSplitters 2**  
Part 2: Try not to get confused
- 114 **The Sports Reports**
- 124 **Godzilla: Destroy All Monsters Melee**
- 132 **Need for Speed: Hot Pursuit 2**  
Breaker one-two, you got any streaks with cars on?
- 150 **Game & Watch Gallery 4**
- 176 **Hamtaro: Ham-Hams Unite!**
- 182 **Evolution Worlds**  
Do the Evolution!
- 188 **Contra Advance: The Alien Wars EX**



## SPECIAL FEATURES

- 36 **Metroid Prime**  
An exclusive look at the hottest game of the year.
- 41 **Metroid Fusion**
- 56 **Star Wars Bounty Hunter**  
So this bounty hunter works on a casino.
- 74 **Phantasy Star Online Episode I & II**
- 152 **The Legend of Zelda:  
A Link to the Past/Four Swords**
- 204 **Catch up with Kirby**
- 206 **Kirby: Right Back at Ya! Comic**

**36** Oh yeah, that Metroid game? It's really good.

Metroid Prime is the U.S. Champion of Middle Grade Action Video Games by Game Critics and Parents.



be an action figure.

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# PLAYER'S PULSE

We asked for your favorite in-game accessory—and while FLUDD was number one, lots of other items made the cut. This issue, we also learn the truth about water gobblins, NHL games and how Mr. Miyamoto spends his lunch break!

## GET THE GOODS

**My favorite accessory is FLUDD.** I would like to hide it in my backpack at school, disguise myself and spy a lot of people, then change to the Hover Nozzle and fly away.

*Trevon Loubly  
Via the Internet*

**My favorite video game item is FLUDD!** If Mario refuses to give it to me, I'll fight him for it! I can use grenades, a chainsaw, a bazooka and a torpedo launcher. How can the super plumber defeat me?

*Tyler McKinroy  
British Columbia*

**Well, he'd probably just spray you with FLUDD until you surrendered.**

**I always thought it would be fun to explore Brick Road's Dungeon Man Maze at Earth-bound.** Afterwards, you could walk around and check out the desert. I wonder how Brick Road made it mobile?

*Linsey Mason  
New Hampshire*

**I think the coolest accessory is Link's ocarina.** And the best part is that I don't have to wait for one, because I already own one! It looks just like Link's—and

*Taryn Stone  
California*

## LETTER OF THE MONTH

**I was reading the preview of Animal Crossing when I noticed a character called Kapp'n. In Japanese folklore, a Kappa is a goblin dwarf that lives in the river. He looks like an ugly, naked man with webbed claws and a tortoise shell on his back. He also has a weird bowl thing filled with water on top of his head. He waits for people or animals to go to the edge of the river, then drags them under and eats them from the inside out! If you see him, you have to bow. He will return the bow and spill the water from his bowl, which makes him weak. Or you can carve your name in a cucumber and throw it into the water. Kappa likes cucumbers, and the next time he sees you, he will recognize your name and not eat you.**

*Zachary Yaw  
Missouri*

**That's creepy. We did research on the Kappa and learned that he can pull an entire horse underwater! But while Kapp'n in Animal Crossing bears a striking resemblance to the hideous water goblin, he's harmless. Instead of eating you, Kapp'n will take you to the GBA island. Now that's a Kappa we can live with!**

since I've memorized all his songs, I can go around playing his favorite tunes all day.

*Becky Stangle  
Florida*

**My favorite item is Mario's cape. I mean, who can beat flying around and landing in a belly flop? I would pay \$100,000 for one of those.**

*Jada Masterzoo  
Via the Internet*

**I would use the Coin Block from Super Mario World: Super Mario Advance 2. Then I'd have a never-ending stream of income and I could take over the world! After that, I would buy my very own Nintendo GameCube.**

*Kerri Jarmar  
Via the Internet*

Actually, if you ruled the world, someone would probably buy a GCN for you.

**The best item in the universe is Sam's blazer! Just imagine having that strapped to your arm. You could freeze your rival with the Ice Beam during a gruesome match of Super Smash Bros. Melee. You could even remodel your room with the Hyper Beam.**

*Josh Grawdohl  
Washington*

**If I could have an accessory, I'd take Luigi's Poltergust 3000. It's not that I have a ghost problem, but come on! That thing can suck up gold bars and coins. Wait... I guess any vacuum could do that. On second thought, maybe one of those vacuum things.**

*Imadshout...melly  
Via the Internet*



**Do you mean the Timon and Pumbaa from Super Mario Bros. 3? Yeah, that was a fun one. Thanks much for all the great accessorying advice.**

## VIVA LA DIFFERENCE!

**Can you guys tell me the difference between a developer and a publisher? I don't know which one has more influence on a game's style.**

*A. Belkiss  
Via the Internet*

## YOU'RE A WINNER

**Becky Mueller of Haisland, Kansas, was the winner of the DigPen essay contest from Volume 153. She won an all-expenses-paid trip to Nintendo HQ in Redmond, Washington, and got to sit in on a 12-day DigPen programming class. While she was here, Becky and her mom also got to visit the ENP museum, take a tour of Nintendo and play some vids with the NP Krew. Her winning essay mentions that she wants to be a game designer, but her teacher thinks that she is better suited to being a day care worker. Becky, we hope you join our team instead!**



**That's a big question, but we'll try to keep our answer brief. A developer (such as Black Box Games, Silicon Knights or Retro Studios) is a team of people that actually programs the game—they design the artwork, write the code and generally make sure the game works correctly. A publisher (such as Infogrames, 3DO or Eidos) takes care of marketing, advertising, distribution and most other issues not directly tied to creating the game. There can be some overlap, however. Some publishers are much more hands-on than others. Take Midway, for example. Since Midway has a tradition of bringing out hard-hitting sports games, its crew spends a lot of time with developers to make sure that new sports games fit Midway's style. Other publishers take a more laid-back approach and simply release whatever game their developers come up with—maybe**

**making a couple of minor suggestions near the end of the process. And, finally, you have companies like Nintendo that function as both developer and publisher.**

## TRICKY TREAT

**A while ago, I was playing my N64 and put in Diddy Kong Racing. I noticed that in the Dino Domain, the boss is an orange triceratops named TRICKY! I immediately recognized him as Prince Tricky, Fox's companion in Star Fox Adventures. But the Tricky in Diddy Kong Racing is like 10 times the size of Prince Tricky. Are they father and son? Did someone put Tricky through the washing machine? I mean, come on—an orange triceratops isn't common.**

*Hoffendousness  
Via the Internet*

**What an eye! You were the first reader to notice the similarities**

**between little and big Tricky. Rare loves to pull tricks like that, so we wouldn't be surprised to hear that the former racer also reformed his ways and lent Fox a hand.**

## SUPER MARIO FUNSHINE

**I love Super Mario Sunshine! A little while ago I was painting my brother's room and I decided to paint Ms. all over and pretend I was Shadow Mario. I painted over them when I was done, but you can still see them. My parents weren't too happy! Cope! But it just shows my love of Mario.**

*web\_dangerous  
Via the Internet*  
**Remember: Shadow Mario is the BAD GUY. Don't follow his lead.**

**Here's a piece of sunny for you. The other day, when I went to buy Super Mario Sunshine (great game, by the way), my**







# PLAYER'S PULSE ARTIST'S GALLERY



Nathan Nispend • Alberta



Jeff Knudsen • Washington



Bon Scott Rulapagh • Michigan



Dylan Morrison • New Jersey



Alex Markwitz • Pennsylvania



Lisa McClurg • California



Keri Griggs • California



Erma Fellows • Utah



Yung-kee Nai • British Columbia



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Gotta Have Sweet



As we get closer and closer to the end of the year, we're as concerned as the NFL Krew is concerned about not getting enough scoring from first-time writers on the Power Charts. We're also concerned about the massive Metroid Fusion and Metroid Fusion previews in this issue—you'll understand why. Metroid... dread.

KEY:   
 RANKING: 1-100 (100 = BEST)

## TOP SELLING GAMES\*

		WEEKS ON CHART	WEEKS ON CHART
1	1	1	1
YU-GI-O! DUEL DAWN DUEL STORIES	3	4	
2	2	2	2
SUPER MARIO WORLD: SUPER MARIO ADVANCE 2	2	8	
3	3	3	3
DRAGON BALL Z: THE TENACITY OF ROBU	1	4	
4	4	4	4
POKEMON CRYSTAL	5	11	
5	5	5	5
SDHC ADVANCE	4	8	
6	6	6	6
WARIO KART: SUPER CIRCUIT	8	11	
7	7	7	7
SPIDER-MAN	10	5	
8	8	8	8
SUPER MARIO ADVANCE	6	9	
9	9	9	9
STAR WARS EPISODE II: ATTACK OF THE CLONES	7	3	
10	10	10	10
ROBOTECH: THE MACHCESS SAGA	9	8	

## PLAYERS' CHOICE\*

		WEEKS ON CHART	WEEKS ON CHART
1	1	1	1
METROID FUSION	2	5	
2	2	2	2
THE LEGEND OF ZELDA: A LINK TO THE PAST/TWO SWORDS	1	5	
3	3	3	3
YOSHIS ISLAND: SUPER MARIO ADVANCE 3	7	2	
4	4	4	4
CORTNA ADVANCE: THE ALTER WARS EX	4	2	
5	5	5	5
HARRY POTTER & THE CHAMBER OF SECRETS	9	2	
6	6	6	6
WARIO KART: SUPER CIRCUIT	8	11	
7	7	7	7
SPIDER-MAN	10	5	
8	8	8	8
SUPER MARIO ADVANCE	6	9	
9	9	9	9
STAR WARS EPISODE II: ATTACK OF THE CLONES	7	3	
10	10	10	10
ROBOTECH: THE MACHCESS SAGA	9	8	

## MOST WANTED

		WEEKS ON CHART	WEEKS ON CHART
1	1	1	1
THE LEGEND OF ZELDA	1	5	
2	2	2	2
ROBOTECH: THE MACHCESS SAGA	9	8	
3	3	3	3
YOSHIS ISLAND: SUPER MARIO ADVANCE 3	7	2	
4	4	4	4
WARIO KART: SUPER CIRCUIT	8	11	
5	5	5	5
SPIDER-MAN	10	5	



# Woody Woodpecker™

## in CRAZY CASTLE 5

Help Woody and Mother Nature save the land of the Fairies only on the Nintendo Game Boy Advance!



GAME BOY ADVANCE





# GAME WATCH

THE INSIDE SOURCE FOR NINTENDO NEWS & PREVIEWS

## THE SPOTLIGHT

The Legend of Zelda



More precious place of The Legend of Zelda arrived from Japan just in time to appear in Game Watch's Lucky you.

Disney's PIC Out of the Shadows



PK Deck, Bandai's mysterious alter ego, takes an all-American in an action romp from Disney Interactive and the Soft.

Disney's Tarzan Returns in the Jungle



Archiving game to the distant corner of the jungle to find a glitch here by the name of Tarzan. You'll go up for it.

The Sims of All Pines



On Soft and Sun Disney bring an action thriller to Nintendo GameCube based on last summer's action-packed movie.

Tiger Woods PGA Tour 2002



Tiger is an old game in EA Sports' brilliant PGA golf simulations. The only thing Tiger has playing a round with Tiger is being Tiger.

Harry Potter and the Chamber of Secrets



After two years of development, you'll expect the next Harry Potter game for GBA to be magnificent. You'll be right, so check it out.



## THE GAMING NEWS FOR NOVEMBER 2002

**A RARE MOVE**  
Nintendo recently announced that it had sold its 49% stake in Rare Ltd. and that the British developer would no longer make games exclusively for Nintendo GameCube. Franchise characters developed by Rare, such as Banjo-Kazooie and Killer Instinct, will remain as Rare properties. However, Nintendo will retain ownership of Donkey Kong, Star Fox and its other preexisting franchises. Nintendo plans to use the proceeds of the sale to invest in new development studios, both internally and externally, with partners such as Square Soft, Sega, Capcom, NIS, Silicon Knights and Petro Studios. In its briefing, Rare created memorable titles for the Super NES and N64, including Donkey Kong Country and GoldenEye 007. Although Rare will no longer develop games for GCN, don't be surprised to see future Rare titles on GBA, Xbox, PlayStation 2, and even PC. Although we declined the opportunity to conduct our exclusive agreement with Rare, this announcement does not diminish our respect for their work or the past contributions they have made to Nintendo's NP wishes. Rare all the best.

**SUMMON YOUR GCN**  
THQ has announced that it is bringing Summer 3 to Nintendo GameCube. The action-oriented RPG follows the exploits of Maki, Queen of the Heavens, and her entourage as they journey through 33 fantasy areas. Players customize their parties with hundreds of spells and skills, and battles are real-time. Listen for the summer next year.

**CRABE AND VIVENDI SHARE THE WEALTH**  
Crave Entertainment and Vivendi Universal Publishing are teaming up on several GCN projects. What's more, scheduled for release this fall, and Mario Griffin's Mystery Hunter, due next March, are now set to appear under the Vivendi Universal Publishing label.

**WATCH OUT FOR THE FLASHY THING**  
Men in Black II Action Escape is coming to Nintendo GameCube by the end of the year thanks to Infogrames. The action adventure begins when Agents J and K discover that a prison ship from space has crash-landed on Earth, leaving the most vile criminals in the galaxy let your job to round them up—and lots of cool, shiny gear will help you save the world.

**WORMS AND NACCAR**  
Ogre—but month GW incorrectly announced that Worms 3 was being published by Ubi Soft. Actually, the new Worms title is on the way from Activision. We also introduced readers to Infogrames' new Nascar game. The same has now changed to Nascar Dirt to Daytona.

**DIGIMON HEADS BANDAI WAVE**  
Bandai, the company that brought the Digimon phenomenon from Japan to North America, has big plans for the world of Nintendo gaming in 2003. The first game in the Bandai wave is Digimon Battle Spirit—a classic platform adventure for one or two players that is coming in January 2003. Players pick their favorite Digimon character from the TV show and fight their way through five stages filled with obstacles and danger. Two players can link up to battle head-to-head. You can unlock hidden Digimon characters and collect D-Spirit balls to give yourself a fighting edge. Bandai also plans to release GBA and GCN titles based on three other franchises: Ultramarine Muscle, One Piece and our favorite, Mobile suit GUNDAM.

## ONE TASMANIAN DEVIL WANTED

When Tas spins into a 3-D platform adventure for Nintendo GameCube from Infogrames this fall, fans of the Looney Tunes' character are sure to get a mouthful. Yosemite Sam has plans to turn Tas's home into a tacky theme park. The jumps, spins, gobbles and clogs through 15 stages to stop Sam's mad power play. Funny!

## A GUILTY PLEASURE

Meinort Project gave movie audiences a dose of future shock last summer, and Activision plans to do the same for GCN owners this fall with an action game of the same name. Players assume the role of John Anderson, the Precinct officer who must solve the mystery of a murder he is supposed to commit in the future. Using mental arts moves, futuristic weapons and cool gadgets, such as PDAs, respawns and Stick Sticks, players try to stay one step ahead of the law.

**WRECKLESS: THE YAKUZA MISSIONS**  
The chase is on when the Yakuza (Japanese gangsters) come to town and face the Flying Dragons. Your job is to drive as wrecklessly as the robots and bring them to justice using weapons and other means of persuasion, such as ramming them with your vehicle. It's only a wild ride, whether you play in Dragon Adventure Mode or Spy Story Mode. Activision plans on releasing WY on GCN this fall. Hang on tight.

**DISNEY SPORTS**  
Konami's Disney Sports series is on the way to GCN by the end of the year. Favorite Disney characters compete in wacky versions of popular sports, such as soccer, football, basketball, skateboarding, snowboarding and motocross. The action is fast and fun, and the games have a surprising number of modes and options.

**HUNTER AND BALDUR'S GATE**  
Both action and RPG fans have a lot to cheer about this fall, because Interplay is teaming up with Vivendi Universal to release two classics—Hunter: The Reckoning and Baldur's Gate: Dark Alliance. Hunter: The Reckoning is a third-person shooter set in the World of Darkness. As one of four characters, you can hunt evil creatures using big guns and potent spells. Hunter also has multiplayer modes for up to four players. Baldur's Gate: Dark Alliance is an acclaimed PC RPG that features a cooperative mode and a new Extreme Mode for extra challenge. Check out Epic Center in the future for more on Baldur's Gate.

## BLOOD OMEN 2

Nowgath has become a land swam in vampire blood by the time Rain awakens after a slumber of 200 years. So begins Bidos Interactive's vampire thriller for GCN. Expect action, blood and dark, menacing cinematic. It's totally gosh and fun.

## BLIZZARD TALKS STARCRAFT

At the recent Tokyo Game Show, Blizzard Entertainment unveiled its latest game in the Starcraft series—Starcraft: Ghost—which it intends to publish on home consoles late next year. The game departs from its strategy-based predecessors by placing players in a 3-D, real-time environment. As Nova, a Ghost operative, players engage in battles and carry out mission objectives. Nova has enhanced physical and psychic powers and is aided by a contingent of loyal allies. We expect more news shortly from Blizzard regarding consoles and release dates.



## TIGER STRIPS PGA TOUR 2003

Game Type: Golf  
Publisher: EA Sports  
ETA: November 2002  
System: Nintendo GameCube

The first golf simulation for Nintendo GameCube from EA Sports is packed with championship courses, pro players and an all-new golf interface that is so realistic you actually seem to swing the club. With Tiger's help, you'll learn approach shots, fade shots and power strokes so you can play like a pro. When it's time to hit the links, you can join the tournament, create your own course, play a skins match or try your hand at the scenario mode. Two to four players can join your party in several multiplayer matches. EA Sports even has an online leaderboard so you can see how you rank against the rest of the gaming world. Courses include Pebble Beach, TPC at Sawgrass, Princeville, Royal Birkdale, St. Andrews, Torrey Pines, Black Rock Cove, Poppy Hills, TPC at Scottsdale, The Highlands, Spyglass Hill and other special courses. It's a golfer's paradise.

## THE SUM OF ALL FEARS

Game Type: Action  
Publisher: Ubi Soft  
ETA: November 2002  
System: Nintendo GameCube

Tom Clancy's jack-of-all-trades—agent Jack Ryan—heads up a team of counter-terrorist commandos in a third-person cinematic thriller. As in *Rainbow Six* for the N64, you'll guide heavily armed commandos into tense situations. You'll have to use your head, cool gadgets and your backup units to save the day from nuclear oblivion.



Learn Tiger's power stroke to blast the ball from the tee for major yardage.



Unlock tennis and fantasy players and courses as you win prize money in the different modes.



Play the great courses of the world, or construct a dream course of your own using fairways tools.



The graphics are incredible, and the music includes great tracks from Salvo, 12 Stones, R.E.M. and others.



Mission begins with a briefing. After that, you can check in the Team, Weapons and Targets.



In the field, every step and move is critical. Stealth moves are incorporated into the central scheme.

## DISNEY'S PK: OUT OF THE SHADOWS

Game Type: 3-D platformer  
Publisher: Ubi Soft  
ETA: November 2002  
System: Nintendo GameCube

Be careful what you wish for, because it might come true. In the case of Donald Duck, his wish to become a superhero lands him in the thick of an alien invasion. PK has a blaster, a cape, various superpowers and other gadgets. PK stands for the latin equivalent of "energized duck." It's a ducky dash for action fans.



Donald is transformed into a superhero, PK, to battle aliens in four worlds and 11 stages.



The targeting system helps you aim precisely with your blaster and switch to other tools.

## HARRY POTTER AND THE CHAMBER OF SECRETS

Game Type: Adventure  
Publisher: EA Games  
ETA: November 2002  
System: Game Boy Advance

Harry's second adventure for GBA follows the second book in the *Harry Potter* series and the second movie, which is scheduled to be released simultaneously with the game. Like last year's game, *Chamber of Secrets* has Harry conjuring spells, solving puzzles, battling magic beasts and sneaking around Hogwarts when he should be in bed. It also has a cool connective feature with the Nintendo GameCube version of *The Chamber of Secrets* that opens up a secret area in each game. If you collect enough Wizard cards, you can unlock other secrets. On the Quidditch pitch, Harry seeks the snitch in a true 3-D match. There are six spells to master and five bosses to beat. The game is more refined in every way over last year's *Potter*.



Harry begins his adventure by escaping to the Weasleys' in a flying car.



Harry's first challenge is to make his way through the tight security at Gringotts Bank.



Horrid gudies Harry in Dragon Alley, suggesting that he should get another money from Gringotts.

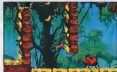


When Harry and Ron arrive late to Hogwarts, they find themselves in hot water with Snape.

## DISNEY'S TARZAN: RETURN TO THE JUNGLE

Game Type: Action  
Publisher: Activision  
ETA: October 2002  
System: Game Boy Advance

Activision has teamed up with Disney Interactive on a new *Tarzan* adventure for GBA. Players swing on vines through the jungle, ride a mine cart in a cave, battle wild boar and leopards and tree-walk. Exploring the jungle, Tarzan discovers a lost valley of dinosaurs and the Fountain of Youth.



Tarzan's new GBA adventure is aimed at young players who like an action challenge.

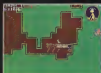


Tarzan's friends, Terk, Jane and Professor Porter are part of the jungle fun.

## PROJECT: DIGIPEN

This month's featured game from DigiPen is *Geode*—a multiplayer, turn-based, real-time strategy game. *Geode* gives a nod to classic RTS games such as *LeMmings* and *Worms*, but adds the genre a unique twist. At the heart of the game is the *Geode*—a circular rock that teams of worker "Dudes" fight over. Each player controls a number of Dudes, who are used to erect buildings and battle with other players. In addition to building and fighting, Dudes collect a valuable resource called *Resource*. Weapons may be as simple as a slingshot or as dangerous as a mine, but each

time a Dude uses a weapon, it affects the Dude's energy meter. Dudes can walk on ceilings and walls. If they jump off, they fall in the direction of gravity. The quirky bit is that the direction of the gravity's pull shifts randomly from turn to turn. A shift in gravity can render your defenses obsolete, so careful planning is key. Technical Director Adrian Bentley, Art Director Rob Quadeleaux, Product Manager and Designer Mike Gonzales, Designer John Coepgen and Producer Nathan Frost created *Geode* in their fifth semester.



For more information on *DigiPen*, and to download a copy of *Geode* to play on your computer, head to [www.digipen.edu](http://www.digipen.edu), where you'll also find links to more projects and information about signing up for classes and workshops.



## NOVEMBER GALLERY OF GAMES

The games keep pouring in to Game Watch, so much so that it's impossible to show everything we'd like! This month, we highlight the latest from Mr. Miyamoto on the upcoming *Zelda* for GCN. We also take another look at *Jedi Outcast*, *Hot Wheels: Velocity X* and a host of other notable titles on GCN and GBA.



### Star Wars Jedi Knight II: Jedi Outcast

Our playable version of *Jedi Outcast* has a great *Star Wars* story and intense third-person action. Multiplayer modes are also included.



### Barbie: Treasures in Time

Barbie travels to GCN this fall. She uses magic, helps unicorns, and drives vehicles in three time periods after action adventure.



### Hot Wheels: Velocity X

From high flying stunts to hidden shortcuts, *Hot Wheels: Velocity X* for GCN is packed. Players have tons of tracks and cool *Hot Wheels* cars to unlock.



### Pillage

*Zac Two*, the developer that created *Witrox* for N64, is creating *Pillage*—an action strategy game—for GCN. The warriors are out for revenge this fall.



### Robotech: The Macross Saga

As soon as humanity creates the Vertech fighter, aliens arrive to put them to the test. *Robotech* is a challenging side-scrolling shooter for GBA.



### Robotech: Beyond the Battletech

*Macross* lends over the tools and the controls so you and a friend can build and battle your own robots, just like on the popular TV show.



### Tony Hawk's Pro Skater 4

The GBA version boasts many of the features from the GCN THPS 4, such as Career Mode, in-game missions and bag, 3-D skateparks.



## DESTROY ALL MONSTERS



**LEGENDARY MONSTERS. EPIC BATTLES.**

[illegible]





**GIGAN™**

**RODAN™**

**MECHA-KING GHIDORAH™**

**MEGALON™**

**GODZILLA 90s**

**DESTOROYAH™**

**ANGUIRUS™**

**GODZILLA 2000**

**KING GHIDORAH™**

**MECHAGODZILLA™**

**PRIMARY  
WEAPON**  
HOLD **Z**

Laser  
Eye

Uranium  
Heat Beam

Triple  
Lightning

Horn  
Lightning

Atomic  
Breath

Micro  
Oxygen Spray

Sonic  
Roar

Atomic  
Breath

Triple  
Lightning

Laser  
Eyes

**SECONDARY  
WEAPON**  
TAP **Z**

Shotgun  
Burst

Uranium Heat  
Beam (Flying)

Lightning  
Tasers (Flying  
ammo)

Napalm

Atomic  
Fireball

Oxygen  
Absorber

Horn  
Uppercut

Atomic  
Fireball

Lightning  
(Flying)

Laser Eyes (Flying)  
Rocket Fingers (Flying)

**RAGE  
ATTACK**  
**A + X**

Spinning  
Fury

Bird  
Turret

Deathstorm

Magnetic  
Vortex

Atomic  
Shockwave

Oxygen  
Destroyer

Energy  
Spikes

Atomic  
Shockwave

Deathstorm

Full  
Weapon Strike

**GODZILLA**  
DESTROY ALL HUMANS



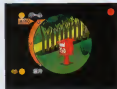
ATARI





#### The Legend of Zelda

The three screen shots shown above are examples of how Link's expressions are used in the game. His eyes lock on to the feathered foe target, he notices objects nearby, such as the big sword, and he becomes confused when you don't move the Controller for a long time.



#### The Legend of Zelda

Wind and waves play an important role in the GCN game as Link sails on the bumbling inn. Little details, such as seagulls flying by, add to the richness of Link's world. The telescope is used to find important things at a distance, such as the mailbox. In the final shot, Link wears an expression of determination.

## DEVELOPER PROFILE

This month, we go behind the scenes at the UK Studio for EA that has been busy creating multiplayer games based on *Harry Potter and the Chamber of Secrets*.

**Developer:** Electronic Arts UK Studio

**Founded:** 10 years ago (as Bullfrog Productions)

**Respondents:** Stuart Whyte, Senior Producer  
Harry Potter GBA, Derek Pood, Producer Harry Potter GBC

**GW:** What is your company's philosophy of game development?

**SW:** Make games to be proud of—a lot of companies when working with big licenses seem to spend all the money on the license and leave nothing left over for the actual game. At EA, we've all huge fans of Harry Potter, and we wanted to make a great game. *GoldenEye 001* showed the way forward—it is possible to have a great licensed game—and we wanted the same for Harry.

**GW:** In brief, can you describe the steps your company goes through to create a game?

**SW:** With Harry Potter and the Chamber of Secrets, the first thing we did was to read the book... then read it again and again until we knew it pretty much by heart! We then would identify the key areas of the book that would work well in a video game and then started the design of tailoring this to each of the platforms. The GBC, GBA and GCN versions of Harry Potter and the Chamber of Secrets are all different games—but all follow the key plot points of the book.

**GW:** How would you describe your experience working on Nintendo GameCube and GBA?

**SW:** Fantastic! They're both awesome pieces of kit, and the cool stuff we've done with connectivity between the two consoles has been very exciting.

**DP:** The Nintendo GameCube is a great piece of machinery that makes graphics really jump off the screen. It's great to work with and perfect for the Harry Potter world.

**GW:** How was J.K. Rowling involved in the process?

**SW:** We work with both J.K. Rowling and the people making the movie to ensure that we fit within the Harry Potter universe. They give us loads of material to work with and put in the games.

**DP:** J.K. Rowling has full approval over all of the games and also likes to get involved with the dialogue scripts for the characters. She also gave us 15 pages of extra fiction not included in any of the books or movies, and we have used that to create special experiences for the players of our games. She's been really helpful and supportive.

**GW:** What are some of the highlights that players should expect in the GCN Harry Potter?

**DP:** I've gotta say that one of my favorite bits is just flying around Hogwarts. The players can equip their brooms and just joyride about the castle and the grounds—you can see the great hall, the towers and garages of Hogwarts, Hagrid's Hut, the Herbology greenhouse and the rest of the grounds. It's great fun and really amazing to look at. Quidditch is also a real highlight, you get the feeling of speed and danger as you tear around the Quidditch pitch looking for the snitch. The Spell Challenges are also great fun—the players use knowledge they acquire in class in practical challenge areas.



**Abstract**

**Abstract**

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TELEPH TEXT SUMMER NEW GAMES ADDED TO THE LIST  
GARDEN BOY COLOR GAMES

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by the s

THE

Live  
thru  
train  
people



longest to become

**SCORPIO**

**RISE OF THE A**

Early adventures of the man who  
explores fantastic lands with  
a woman to feared warrior you  
earn the title of The Scorpion





warrior  
s King  
N KING  
ADIAN  
ould be King. Battle non-stop  
new weapons to master. From  
top at nothing to average your  
scorponkingames.com



DVD in stores now







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TM

# EGG MANIA



PlayStation.2



GAME BOY ADVANCE



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ARCADE-STYLE PUZZLE ACTION!

WILL YOU CRACK  
UNDER THE  
PRESSURE?

EGG  
MANIA  
for Nintendo Game Boy Advance!



Screenshots from the  
Game Boy Advance version



EGG  
MANIA  
EXTREME MADNESS  
for Xbox™, Nintendo GameCube™  
and the PlayStation 2  
Computer Entertainment System!



Screenshots from the  
PlayStation 2 version



Coming in September!

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## Meeting of the Metroids

metroid.com

Summus sparked interest with her stunning debut in the NES game, *Metroid*, back in 1986 then returned in 1991 with *Metroid II*. After making an asteroid-sized impact on the Super NES in 1994, Summus vanished for the next eight years of gaming history. Legions of devoted fans are hungry for more, and the wait is almost over. The bounty hunter is making a dual return on both GCN and GBA in mid-November.

Metroid superfans may find the anticipation too much to bear during the month of November. Don't worry, Nintendo's got your back. In the weeks leading up to the release of Metroid Prime and Metroid Fusion, the official website—[metroid.com](http://metroid.com)—will delve into the mysteries of the Metroid universe. With all of the sci-fi adventure planned for the website, you won't need to sustain your Metroid dreams with online fan fiction any longer.

Once you enter a website, you'll be turned loose to explore a futuristic dimension of data—using a highly advanced browser that evolves data surfing along five different planes. Once you get the hang of using the interface...and if you manipulate certain pieces of data in just the right way...and if you find yourself in a part of the data system in which you really shouldn't be nosing around...you might just find yourself as the starring player in a Metroid conspiracy. (Or you might just have a really fun time wandering around but never *seeing* around the truth. It's all up to you.)

Metroid.com won't be the usual click-through the park. We won't spoil any of the surprises—in fact, we've probably said too much already—but stay tuned to the website starting in late October to go where no Metroid fan has gone before.



## Chat: The Buzz Is Loud in Here!

[nintendo.com/insider](http://nintendo.com/insider)

The response has been phenomenal. Ever since we reopened Nintendo's megapopular chat earlier this year, the rooms have been crisscrossed with Nintendo fans of all stripes. Some of our favorite discussions: What's your favorite episode in Super Mario Sunshine? Which Animal Crossing character do you like the most? Is Yoshi's Island the best platformer of all time? The NP writers who host the chats can hardly get a word in edgewise during some of the raptures. In case you haven't had a chance yet to make your voice heard, join us in the Nintendo chat rooms Monday through Friday, 1 p.m. to 6 p.m. PST.

WANT TO GET A JUMP ON THE LATEST, GREATEST NINTENDO WEBSITES ABOUT TO BREAK ONTO THE INTERNET SCENE? STAY TUNED FOR MORE UPCOMING ONLINE DEVELOPMENTS AND BE AMONG THE FIRST AT THE HEART OF THE ACTION.



**CRASH. CUBED.**

Eligible for review



Special delivery, one Nintendo. The Wrath of Cortex comes to Nintendo GameCube. With super-fast load times, exclusive action and Game Boy™ Advance compatibility, Crash is breaking out of the Cube.

crashbandicoot.com



# METROID

## PRIME



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It's been eight years since Samus Aran took up arms, but she's back in her biggest adventure yet: *Metroid Prime* for the Nintendo GameCube. You've seen hints of the action, you've heard rumors about the game—now put your questions to rest as NP presents an exclusive look at the most impressive piece of software ever to grace the GCN.



## AGAME UNLIKE ANY OTHER

Whether you are a die-hard *Metroid* fan who can talk for hours about the Bomb Jump or a newcomer who doesn't know a Wave Beam from a Power Suit, *Metroid Prime* will grab you from the opening scene. *Metroid* fanatics, however, will find dozens of familiar touches—in both enemies and weaponry. Finally, you'll be able to examine creatures up close and even watch a three-dimensional Geemer slowly climb the wall. And while the action takes place from Samus's perspective, it would be folly to call *Metroid Prime* a first-person shooter. The focus is on exploration, discovery and puzzle solving—not blasting wave after wave of mindless enemy forces.



*Metroid Prime* is a rare example of a game that exceeds the hype surrounding it. Told a vacation, heard up the windows and kiss the family good-bye, because you're about to be sucked into a world more compelling than any in recent video game history.

## WHO IS SAMUS ARAN?

The hero of *Metroid Prime* is Samus Aran, a bounty hunter charged with keeping the universe safe from all manner of unimaginable horrors. Brave, resourceful and cunning, Samus is the final line of defense against mankind's greatest foes—and willing to charge into situations that would make entire marine platoons turn tail and run. But courage and smarts are not the only items in Samus's arsenal. She also has access to some very impressive tools and weaponry.



### VISOR

The visor is Samus's window on the world, and you'll use it to experience all the wonders and terrors of Tallon IV. But the visor is much more than an armored windshield—it also displays data on enemy life forms and unknown objects. When you begin *Metroid Prime*, you have two visors, the Scan Visor and the Combat Visor. As you move through the game, you will gain other visors—such as the Thermal Visor—that give Samus an upper hand against her foes.



### POWER SUIT

Samus's main weapon is the Power Suit, a sleek and impressive piece of armor that gives her incredible powers of agility, speed and strength. The suit lets her pump great amounts of breath underwater, function in the depths of space and survive falls from any height. Like the visor, the Power Suit will be upgraded throughout the game.



### ARM CANNON



Unlike many first-person titles that require you to exchange one weapon for another, all of Samus's attacks are contained in one compact unit: the Arm Cannon.



The Arm Cannon can switch from one weapon to the next with a simple flick of the C Stick. In the scene above, Samus is attacking an enemy with the Wave Beam.



Another Arm Cannon upgrade is the Ice Beam, which freezes some enemies solid with a single blast and eliminates some others.





# A MYSTERY BEYOND IMAGINATION

Samus has always been fond of exploration, and Metroid Prime continues the tradition. It is a game that refuses to give easy answers or lock players into a linear path. There are no mission objectives, no orders from headquarters, and no lengthy cut-scenes where an all-knowing narrator magically descends from the sky to explain every little plotline detail. Instead, you'll find yourself on a truly alien world, with the freedom to go almost anywhere you want. So how do you function in a world with no rules? Never fear—Samus Aran has the tools and the talent to lead you in the right direction.

## SCAN VISOR:

Learn by Doing

The Scan Visor is invaluable for a wayward bounty hunter. You can activate the Scan Visor by touching the Control Pad. Once it is in place, you can explore Tallon IV in greater detail. When you meet an enemy for the first time, don't just charge into combat. Scan it! When you see an unusual rock formation or a strange piece of machinery, click the Scan Visor into place and see if the unknown object will divulge its secrets. You can use the visor to activate computers, open doors and read ancient Chozo lore. It makes the game a truly interactive experience.



You can use the Scan Visor to activate doors and other electronics and deactivate enemy guns. When you find a square area called a Hot Spot, hold down the L Button to look at it. The device will function once the scan is complete.



You can scan enemies in the same fashion. Hold the L Button to look at an enemy, then watch its movement as a flood of information flows over the screen—including biological readouts, attack strategies and possible weaknesses.



## LOG BOOK:

A Galaxy of Information at Your Fingertips

The Log Book is like a virtual encyclopedia. Every time Samus scans a vital item—be it an enemy life-form or a computer screen containing important plotline elements—the information will be stored in the Log Book. You can access the log at any time to discover the best way to attack a foe or a vital clue that you might have overlooked the first time through.



If an enemy is giving you fits, check the Log Book. Many foes are invulnerable to certain attacks and are terribly weak against others. You can also use the Log Book to check your Power Suit and adjust multiple in-game functions.

## MAPPING:

Getting Around in Style



If an open-world game with two levels of event sounds like a lot to remember, Samus has you covered. Her suit has a mapping system that is both functional and easy to use. By pressing the Z Button, you can bring up a map that shows where you have been, where you need to go and what rooms are still unexplored.

# HIGH-TECH COMBAT

If exploration is Samus's bread and butter, combat is her main course. The world of Tallon IV contains a multitude of creatures both dangerous and subtle, and the vast majority have very low opinions of newcomers. Gamers will find that the combat system in Metroid Prime is one of the game's shining jewels—it allows players to take on hordes of violent enemies with deadly accuracy.

## THE COMBAT VISOR:

Everything a Bounty Hunter Needs to Know

The Combat Visor clicks into place whenever Samus uses her Arm Cannon. It contains a HUD (heads-up display) that gives the bounty hunter a wealth of data—including an environmental threat meter, a radar display, lock-on reticules and the remaining amount of Power Suit energy and Missiles. In a cinematic twist, all of the visors in the game reflect real-world conditions: They will frost over in the cold, steam up in hot areas and even collect raindrops if you stare at a gloomy sky for too long.



The environmental threat meter is on the screen's left-hand side. The radar is shown on the threat gauge. The screen's other side shows a map and a Missile count. On the top and bottom you'll see energy, weapon and visor information.



When an enemy draws near, the Combat Visor will bring up a targeting reticule. If you hold down the L Button, you will lock on to the target. A locking multiple camera is a simple matter of holding and releasing the L Button as they approach.



Scanning an enemy does more than show information; it can actually alter its attack strategy. If you don't scan an enemy, you will lock on to its body. If you scan it and find a weakness, you will automatically lock on to the vulnerable spot.

## POWER-UP ITEMS:

Because Too Much of a Good Thing Is Wonderful

Samus has most of her gear when the game begins, but is stripped down to nearly nothing when she lands on Tallon IV. To replenish your supply of tools,



When you first receive the ability to fire Missiles, you can hold only five. You must then search out Missile expansion and increase your storage capacity.

One of the most important upgrades is the Morph Ball. Its most possible to upgrade an upgrade. The Morph Ball, for example, can be upgraded to a speedy Boost Ball.

## SUIT MODIFICATIONS:

You against the World

Though the Power Suit is a weapon in and of itself, it can upgrade to more powerful forms. One example is the Varia Suit. Once Samus finds the Varia Suit upgrade on Tallon IV, she will be able to withstand intense heat that the Power Suit cannot take. There are other suits available in the game as well, including a mysterious suit that is unbelievably powerful.



There are no keys in Metroid Prime, so moving from one area to the next is a matter of finding the correct upgrade in your possession. You can enter lava-filled areas without the Varia Suit—you just won't last very long.



## MORPH BALL

### Rolling into Battle

The Morph Ball gives Samus the ability to tuck into a sphere and roll around. In Morph Ball form, Samus can enter small cracks and tunnels and discover otherwise inaccessible areas. When you enter Morph Ball form, the camera will zoom out to a third-person perspective and follow you around.



Though you can't use the Aran Cannon in Morph Ball form, you are far from defenseless. Samus can drop bombs on the fly, leaving a trail, dodging surprise for an attacking enemy. Samus can also be used to break walls and propel Samus into the air—a technique known as the Bomb Jump. Skilled players can use the Bomb Jump to reach high areas and even people themselves in midair.

## AGAINST OVERWHELMING ODDS

Tallon IV has given birth to a stunning variety of life. You'll see everything from intelligent vines to a burrowing creature called a Beetal that springs up from the ground. But all it is not well in the world, and some creatures have mutated into immense, hideous monstrosities. If Samus is to survive Tallon IV, it is those massive creatures that she must finally overcome.

## ENEMIES OLD AND NEW:

### The Return of a Nightmare

Though quite a few of the creatures that inhabit Tallon IV will be familiar to Metroid fans, know that it is a strange planet with foes that have never before been seen by human eyes—including Samus Aran's. The Scum Vicer will give you an impressive amount of information, but the beings may still have surprises in store.



Some enemies are small and easily defeated, while others stand tall and tower over Samus like skyscrapers. It will take all of your daring and cunning to eliminate the worst of the foes.

## WORLDS OF WONDER:

### Fear of a Deadly Planet

Metroid Prime is vast, and brave explorers will encounter many different landscapes. From the frozen arctic tundras of Pchndra Drifts to the lava-filled wasteland of the Magmoor Caverns, each area is rife with unique sights and challenges. Even the lush, junglelike greenery of the Tallon Overworld hides a host of dangers.



## GET READY

Metroid Prime is one of the most impressive video games we at NP have ever seen. It's a game that can challenge, exhilarate and surprise—a title that combines elements of the first-person shooter, platformer and adventure games into a single, massive campaign. Prepare for an experience unlike any other Metroid Prime. 



Samus Aran's story spans space and Nintendo game systems. At the same time

that Samus makes her GCN debut, she'll also rocket to GBA for an all-new adventure. Metroid Fusion plays like its predecessors on the NES, Game Boy and Super NES, with updated graphics and a thrilling battle against Samus's ultimate enemy.



## THE X FACTOR

Planet SR388 is a fertile rock with an active ecosystem. The deadly Metroids were once at the top of the food chain there, until bounty hunter Samus Aran wiped them out. A parasite called "X" filled the void. On a return trip to the planet, Samus became infected by the life-sucking X organisms. The only way that scientists could save her was to strip away her Power Suit and inject her with a Metroid vaccine, the natural enemy of X. Samus's new Fusion Suit gives her some protection but offers none of the Power Suit's advanced abilities. Recovered, but still weak, Samus must answer an urgent call.



Following an operation that left her without the advanced abilities of her former Power Suit, Samus loses the respect of the X parasites—their status with the ability to mimic their prey.



## POWERFUL PARASITES

The creatures that Samus fights in the Biologic Space Labs research station have one thing in common. Whether they have the skin and bones of Hornoids or Zebesian Space Pirates, they all have X organisms at their core. After Samus blasts the beasts that the X parasites are mimicking, she can capture and absorb the parasites and use them to replenish her energy. Thanks to the Metroid vaccine that pulses through her bloodstream, Samus has become the parasites' worst nightmare.



A wide variety of creatures see loss in the research station. All of them are controlled by the massive X parasites—the disease that consumes Planet SR388.

After Samus blasts an enemy creature, the creature's X parasite will be exposed. If Samus can capture the parasite before it escapes, she can use it to recover energy. Missiles or Power Bombs, provided that she has deactivated the Missile and Power Bomb data.

## SUIT UP FOR ADVENTURE

Samus Aran has long been known for her one-woman army approach to alien eradication. Not only is she quick, athletic and merciless, but she has always made sure that she has the right equipment for the job—a tricked-out Fusion Suit, an Arm Cannon and plenty of upgrades. The X parasite invasion of her body and surgical removal of infected sections of her suit have left her without some of her best moves. You must help her regain them.

### RESERVE POWER

Search for Strength

As you guide Samus through her adventure on the remote research station, you'll download data that repair damaged sections of her Fusion Suit. You'll also collect tanks that add to Samus's energy reserve and the carrying capacity of expendable weapons. Energy Tanks, Missile Tanks and Power Bomb Tanks are important resources. You'll often have to explore dangerous dead ends and enemy-packed passages to find them.



### BEAM BARRAGE

Increase Your Firepower

Samus can hold her own with her basic Beam weapon, but it always pays to be prepared for special circumstances. You'll earn several beams by defeating Core-X creatures in the space station. They include the laserlike Plasma Beam and the Wire Beam, which flows through obstacles.



## MISSILE MIGHT

Unleash Power on Obstacles and Enemies

Metroid adventures are about exploration as much as enemy elimination. When you collect, then upgrade, Samus's Missiles, you'll gain the power to destroy obstacles and discover new paths. You'll also be able to beat some of the station's strongest enemies. Super Missiles are three times stronger than standard Missiles.



Samus is too weak to repair her old lion, but she can lead by example. Missiles. The Power Bomb can blast away enemies in their tracks, allowing you to see the creature's weakness over dangerous terrain.



The wide blast radius of Defeated Missiles can hit several enemies at once. It temporarily deactivates the creature's shield, leaving it defenseless.

## THICK SKIN

Collect Suit Upgrades for More Endurance in Harsh Climates

As strong as Samus is, she can't withstand extreme temperatures, or perform athletic moves in water, without Power Suit upgrades. If she has only the basic suit to protect her, she'll lose energy at a constant rate in very cold or very hot areas. The Varia Suit regulates Samus's body temperature and shields some damage. The Gravity Suit offers even more protection and gives Samus the ability to move freely in flooded areas.



Once you have the Varia Suit upgrade, you'll be able to explore extremely hot and cold sections of the research station without depleting energy reserves.



Thick atmosphere, such as water and lava, will restrict your movement and keep you from performing your most athletic moves until you download the Gravity Suit data.

## BE THE BALL

Roll Up and Explore Small Spaces

Tight tunnels and narrow pipes rarely stop Samus Aran. As soon as you download the Morph Ball data, you'll be able to roll into small holes. The Hi-Jump upgrade will give you the ability to jump in ball form and Bomb upgrades will give you the ability to detonate obstacle-destroying explosives.



You can roll into tight areas and explore new sections of the space station in ball form. You can also set explosives as the Morph Ball. Power Bombs damage every enemy on the screen and expose the weaknesses of all destructible blocks.

### OTHER ABILITIES

Run Fast and Defeat Enemies with a Buzz Saw Flip

Nothing compares to the versatility and strength of a fully equipped Fusion Suit. As you explore the station, you will continue to discover new adventuring abilities. The Space Jump will allow you to execute midair jumps that give you the freedom of flight. The Speed Booster will give you supercharged speed, allowing you to run through obstacles, and the Screw Attack will add attack power to your somersaults.



You can enhance Samus Aran's athletic ability with a collection of data downloads that give her the power to explore new areas and power through clouds of enemy stockers without slowing.



## THE STORY UNFOLDS

When you land on the Biologic Space Labs research station, you'll know little about the monsters, creatures who have taken over the facility. As you explore and get updates from the station's computer, you'll learn more about the epidemic spread of the X parasites and about one particular parasite that has taken the shape and abilities of a certain space beauty hunter. The computer calls her SA-X.

## COMPUTER CONNECTIONS

### Download Objectives and Abilities

The research station's computer provides information about the current movements of the X parasites and offers mission objectives. When you connect with the computer in a Navigation Room, you will discover where you should go next and what you should do there. Data Rooms restore Samus's special abilities. Save Rooms save game data. Security Rooms unlock certain hatches. Recharge Rooms refill energy and weapon reserves.



Study the map to learn the locations of rooms where you can make computer connections. You can scroll the map with the Control Pad for a view of all known rooms.



Navigation Rooms are a new addition to the Metroid universe. They give you a connection to the station computer, which gives you insight into the developing story.



Data Rooms, marked with a "D" on the map, hold the secret to some of Samus's most useful Fusion Suit abilities.



You can access the Station screen at any time for a rundown on Samus's Fusion Suit abilities.

## STATION BREAKTHROUGHS

### Use Abilities to Discover New Areas

When you earn a new ability that helps you break through a particular type of obstacle, or when you unlock a high security hatch, you'll find that new discoveries are waiting to be made throughout the facility. You'll have great fun and add to Samus's arsenal by returning to previously explored sections of the station and using your newly acquired abilities to uncover shortcuts and hidden items.



Spreading hatches and breaking through blocks are key to missing new discoveries in Metroid Fusion. If you're thorough, you'll find Energy Tanks, Missile Tanks, Power Bomb Tanks and shortcuts that you might not have found otherwise.

## X-TREME ACTION

The parasites continue to spread. If you don't contain them, they'll escape from the research station and cause havoc far and wide. Metroid Fusion is a side-scrolling space adventure that is filled with amazing discoveries, challenging battles and super-charged weapons. Fans of Samus Aran and games with incredible game play and level design will have many hours of entertainment ahead of them when they check out this mid-November release. **A**



## SCOOBY-DOO!

### Night of 100 Frights

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"A Scooby fan's dream come true."

—IGN

The gang is missing. Help Scooby find them before he gets hungry.



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12 huge levels based on the original Scooby-Doo cartoons.



Encounter 28 classic Scooby-Doo villains.



some restriction

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sunny today



dark tomorrow

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# MARIO PARTY 4

With all-new minigames and more dazzle than a disco ball, the GCN's Mario Party puts all other sairees to shame!



## PARTY LIKE NEVER B4

They're not going to party like it's 1999—not inside the Nintendo GameCube. Back then, Mario Party was the event of the century. Now, Mario Party 4 glams it up for the new millennium

with the GCN's special FX: Heat waves, aquatic effects and wild pyrotechnics, along with dozens of minigames that will make you sweat, make Mario Party 4 the place to be on the party circuit

## NEW MOVES & MAYHEM

Mario Party 4 contains lots of new game boards, minigames and other surprises. It also packs in a pitiful's worth of crazy new

### Feeling Lucky?



Nothing's worse than when one player hoards coins and dominates the board. Mario Party 4 helps all players get rich quickly with the Lottery Game—4 you pass by the spot, you'll have a chance to win big!

### Comeback Kings



Mario Party 4 creates a reversal of fortune with surprises like the Lucky Star Game, which multiplies coinage items, and the Last Five Turns event, which mucks with board rules and makes chaos

### Share the Wealth



MP4 plays havoc with players' wealth with new board twists, such as Fortune Spikes. If a player lands on one, he or she will draw a ball to determine which player will be robbed and which will benefit

### Fab Party Favors



The latest version of Mario Party has an all-new bag of tricks that you can buy Booth Crystal Ball, for instance, contains a box that will steal coins or a star from another player—wicked!

## SUPERSIZE THE PARTY!

Mario Party 4 stands head and shoulders above previous parties thanks to the new Mini and Mega size system. By using one of

several new mushrooms, players can become either giant or tiny on the game board—a wide range of crazy results ensue

### Mega Madness



After using a Mega Mushroom, a player grows huge, rolls two Dice Blocks and steals 10 coins from each player he or she stumps along the way

### Big Downside



Using a Mega Mushroom—or a Super Mega Mushroom to roll three Dice Blocks—has its problems. You'll stamp past important board events

### Mini Bypass



After using a Mini-Mushroom, a player shrinks, moves fewer spaces per turn—only one to five—and can squeeze by spots that block passages

### Mini-Mini Games



A bagload of using the Mini Mushroom that it allows you to enter the Mini-Mini Games on each board, which can bring sudden riches

## NEW BOARDS 4 THE GCN

Mario Party 4 has five new boards, each hosted by a character from Mario's world. If you play Story Mode, all of the hosts will

have birthday presents for your characters. But you need to beat each of these boards—and a "boss minigame"—to earn each gift

### Goomba's Greedy Gale

The shirring Goomba has created a casino-themed board, which is one of the more difficult ones. The toughest element is getting to the part of the board you're trying to reach. Stock up on Mini Mushrooms to get more precise control of your traveling.

### Grease the Roulette Goomba's Paim



A roulette wheel stands at the heart of the action. When you approach it from the bottom, the Goomba will spin the wheel to determine where you'll be placed. Control your own decisional destiny by taking the Goomba

### Back to Start?



If you pass a Dice Dash spot on the board, you'll need to roll a higher number than Goomba to avoid being sent back to the start

### On the Fast Track



At the top of the board, if you land on Hopalong Spaces—space with a question mark—you'll ride down the betting table to the far side

### Goomba's Chip Flip



If you beat your own pitfalls in Story Mode, you'll face off against Goomba in a "boss minigame." In Goomba's Chip Flip, you'll take turns Ground-Pounding chips to reveal the values on their other sides. The first to reach 50 points wins the one true victory



## Shy Guy's Jungle Jam

Difficulty ★

Shy Guy has built his game board on a jungle landscape that's got more twists and treacherous turns than an Indiana Jones flick. Fortunately, there are lots of fun ways to travel across the board, so you can maneuver where you want with ease.

### Wish Way to Go?



If you land on one of the Hopponing Spaces that borders a Shy Guy Wish spot, you must select either a fun or sad wish. Your choice determines whether you will pass with or without the spirit, which will remove the river bridges for a short time. There's no way to know which wish is which, so choose one and hope for the best!



### Archaeologuess Match



If you beat all of the other players on the main board, you'll beat the Shy Guy's in a minigame. You'll stand before two rapidly spinning shapes and have to select the one shape that's different from the others. Do it three times before Shy Guy decides to win.

### Vulture Ride



If you pass a peak when the vulture is there, you can ride it to the other peak—and rub coins along the way.

### Big Score for Mini



If you're miniaided when you pass the time, you can play the Theatrical Bow minigame to win a prize.

## Toad's Midway Madness

Difficulty ★

For his amusement, Toad has placed his game in the middle of a carnival, where rides both hinder and help players. The roller coaster can sweep players off their feet, but the board offers plenty of easy, diverting pathways to get back on track.

### Too for Two Paths



The two paths will drop you on one of two paths. The path will change after someone rides the Teacups.

### Roll with the Coaster



By landing on the Hopponing Space at either end of the coaster track, you can hop on the ride to collect coins.



### Mini Gets Merry



If you're miniaided when you pass the merry-go-round, you can play the Merry Go-Spin, a roulette-style game. You can win one of several prizes.

### Bowser Bob



The "bow" minigame that you'll play against Bowser if you beat the other players is a variation of the classic whack-a-mole arcade game. In Bowser Bob, however, your race around a room as drawers open and close, hitting Koopa Kicks and Bowlers that pop out. Score more than Bowser to win his birthday gift.

## Boo's Haunted Bash

Difficulty ★★

When Boo throws a party, you know that the ghost will have more tricks than treats, and his game board is definitely a tricky one. Where his Red Ghosts show to change the board movement flow considerably—wicked stuff!

### Wicked Toggle



Every time a player lands on the Red Ghost spot, the effect is different. Nearby bridges vanish.

### Spooky Express



and a ghostly train appears. On the bridges return and the train vanishes. The train's a fast way across the board.



### Thy Tinkles the Ivory



If you're miniaided when you pass the piano, you can play the Instantly Annoy Minigame. You must push a series of Controller buttons, since only you can win a wealth of coins for your melody.

### Mystic Match-Em



After you beat all the other players on the main game, you must beat Boo in his new game. In the game, the first player to have three matching cards wins or else handles the winner. Both players continue discarding cards to acquire new ones—until one player gets a triple match.

## Koopa's Seaside Soiree

Difficulty ★★

Koopa's is one of the hardest boards because of the long stretches that players must travel across to find functions. In addition, the Koopa Cabana robs players constantly. Bypass both by generously using Mega Mushrooms.

### Dolphin Shortcuts

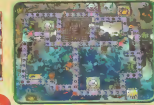


If you land on a Hopponing Space next to a fruit-marked platform, you'll ride a dolphin to the matching platform.

### Banana Spills



If you slip when you enter Koopa's Banana Peel Junction, your fall will determine your direction.



### Resort Robbery



As you pass the cabana, you'll rob a spot that will cause you to lose coins. Avoid it by gang-mingled sized before you approach.

### Kareening Koops



In Koopa's minigame, you must beat your opponent in a game set on two fishing tables. Tell your cube so that three shells fall into three holes. From there, Koopa's before Koopa to beat him and win your present.



# 40 WAYS TO PARTY

The more you play, the more minigames you'll unlock—for a total that's higher than the go-listed below. Web MP's minigames powered by the GCN party machine, the mayhem will flow you away!

## Color Key to Minigames

- 4 Players
- 2 vs. 2 Players
- 1 vs. 3 Players
- Battle Mode

### Avalanche!



Four players race down a ski slope and face obstacles as an avalanche bears down on them.

### Blame It on the Crane



One player controls a crane, the others are trapped inside rolling balls. The crane operator must collect every player's ball to win.

### Bomb Breakers



As debris of various shapes plummets into a heap, each player races to make the most matches.

### Booksquirm



The four-player minigame has players in a book with falling pages. Players must race to find help—or get crushed.

### Long Claw of the Law



Characters appear behind switches that cover and close. Players must score the most hits against a specific target.

### Makin' Waves



Three players on a team. Good! Pound their raft, making big waves. The solo player wins if he keeps his balance.

### Manta Rings



Each player tries to gather the most rings in an underwater course. The manta's golden rings are worth the most.

### Mario Medley



At a swimming competition, each player must swim three lengths of the pool. Bottom corner makes you complete laps.

### Bowser's Bigger Blast



Which trigger detonates the explosive (lower head)? Players must choose and hope that it's not the right one.

### Butterfly Blitz



Each player searches around an arena, attempting to catch the most valuable bunch of butterflies with a net.

### Candlelight Flight



One player holds a candle while the others use spark guns to try to douse the flame until it completely goes out.

### Chain Champ Fever



Four players battle to be the last one standing as a Chain Champ boards around a fiery arena. Avoid a warlock.

### Mario Speedwagons



Four players hop into dragonets and shift up as quickly as possible to reach the finish line before the other racers.

### Money Belts



A solo player competes with a team to collect the most coins that's coming down a belt. The solo player gets first shot.

### Mr. Blizzard's Brigade



Players must avoid snowballs hurled by Blizzards—and the slippery ice doesn't make it any easier.

### Order Up



Toad calls out a series of food orders, and two chefs compete to deliver each order with a sizzle.

### Cheep Cheep Sweep



Two teams hurry to gather the most valuable catch of Cheep Cheeps with fishing gear before time runs out.

### Cliffhangers



Each team has two players to lower to each other. They race to be first to the top of a cliff beset by a blizzard.

### Domination



Each player must press the A button repeatedly to set up more. Whom dominates their enemy else.

### Dungeon Duos



Two teams race to be first out of the dungeon. Players on each team alternate responsibility for being obstacles.

### Pair-a-sailing



One player from each team steers and accelerates a boat, while the other flails back and forth to grab floating coins.

### Paratrooper Plunge



In the free fall free for all, players glide through the sky grabbing as many coins as possible while enemies try to stop them.

### Paths of Peril



Vertigo is the enemy in a race to be the first to complete a course composed of treacherous, only narrow paths.

### Photo Finish



To rub first place, players must turn, twist and place all of the puzzle pieces before anyone else does.

### Fish 'n' Drops

One player must be a team to fill a tank. Both parties must finish a button combo, but the solo player makes buttons alone.

### GOOOOOOOALL!

The solo player must defend a soccer goal from the players on the other team, which has a time limit to score 10 goals.

### Hide and Go Boom!

The team plays each hide in one of four canons. If the solo player fires three canons and a player is left hiding, the team wins.

### Map or Pop

The solo player rolls around an arena in a spiked ball, trying to bust the team by popping its member's balloons.



### Revers-a-Bomb



Both teams race to hit buttons to send corresponding bombs onto back to the other side of the battlefield.

### Right Or Left?



The first team to row out of the cave wins first prize. Each player controls two oars, so the synchronizing is paramount.

### Rumble Fishing



When fish nibble on players' hooks all at once, the first to jerk his or her pole back catches out ahead.

### Slime Time



Each player grabs a Big Slime and mashes the A Button to stretch the gooey impudens and reach the middle first.

### Stamp Out!



Be messy—the player to ink the most space on a blank sheet, using a bouncing rubber stamp, wins top honors.

### Take a Breather



Players compete to hold their breath longest. The player who taps the L and R Buttons the most, takes the deepest breath.

### Team Treasure Trek



Teams plunge into a maze, and both team members must find a treasure chest to earn first place in the maze game.

### The Great Deflate



Each team must deflate a Therop by squeezing Grand Pumps. Time your attack with your partner's to get ahead.

### Three Throw



Four players try to score the most points from hoops before time runs out. Yellow hoops score more, but are harder to get.

### Today's Quick Draw



Ready to a career flag rebellion? The first to eject the most flying balloons wins a point. Three points win the prize.

### Trace Race



Using a massive crayon—and the Central Stick to guide it—players race to trace a rough path as quickly as possible.

### Tree Stamp



As the ball player runs around an arena, they'll remember a stamp to squish them with slithering stamp vehicles.

## BOWSER'S BASH

If you beat all five game boards with one character in Story Mode, you'll unlock a tambling event within Mario Party 4—Bowser's game board. If you beat your competitors, the villain will challenge you to a mini-game that you just can't miss!



## THAT'S THE TICKET

In addition to Story Mode—which heaps an challenge of trying to beat all of the game boards with every character—MP4 has lots more minigames and game modes to keep the party going strong for a long time to come. It's an exclusive event, only on the GCN, and you're invited!



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THE FELLOWSHIP OF THE RING



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"I don't think we're alone here. There's something out there. We need to find the correct path to reach the door."



"I don't think we're alone here. There's something out there. We need to find the correct path to reach the door."



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BY ESRB

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Violence

TECHNICAL  
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VIDEO  
UNIVERSAL

GAME BOY ADVANCE

PLAYSTATION 2



# STAR WARS BOUNTY HUNTER

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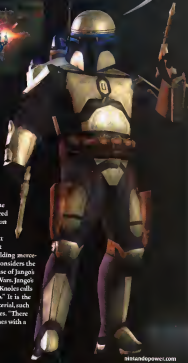
## LUCASARTS EXPLORES THE DARK SIDE



When *Star Wars* fans have asked the game developers at LucasArts "Why don't you make a Boba Fett game?" the standard response has long been a shrug and an apology. With the late November release of *Star Wars Bounty Hunter* on the horizon, however, the

developers can give the same response that fan-favorite Fett offered when Darth Vader ordered him to track down the Millennium Falcon in *The Empire Strikes Back*: "As you wish."

While *Star Wars Bounty Hunter* isn't technically a "Boba Fett game," it does feature Boba's clone father, Jango Fett, in a story that centers on the selection of the jetpack-wearing, dual-blaster-wielding mercenary as the model for the clone army. Project director Jon Knoles considers the father to be an even more compelling character than the son because of Jango's quest to create a legacy and his important role in the saga's Clone Wars. Jango's story is one without traditional heroes, and it is played out in what Knoles calls "the darkest corner of *Star Wars* that we've ever taken people to." It is the third-person adventure for *Star Wars* fans who consider darker material, such as *Empire* and *Attack of the Clones*, their favorite films in the series. "There aren't any Ewoks in this adventure," says Knoles, "except for the ones with a prior on their heads."



## STAR WARS WITH ATTITUDE

The first thing that Knoles shows visitors to the Bounty Hunter team's San Rafael, California, office is "the wall of art," a large collection of concept illustrations that are laid out over the chronology of the game's 18 long levels. Some of the characters, such as crime lord Jabba the Hutt, and locations, such as Coruscant, are old standbys from the *Star Wars* universe. The game has seeds of additions to *Star Wars* lore, too, including dangerous, new species and grimy space outposts at the edge of the universe.

The story takes place immediately after the events of *The Phantom Menace*. It begins with Count Dooku convincing Darth Sidious that he can, in one masterful stroke, do away with banished Jedi Koonari Vosa, leader of the Death Seed-dealing Bando Gens cult, and find a warrior worthy of being the blueprint for the clone army: Enter Jango Fett. The bounty hunter, and others of his ilk, are commissioned to journey to the heavily guarded Bando Gens hideout and hunt down Vosa. The warrior who collars the criminal will live in infamy as the "father" of the clones.

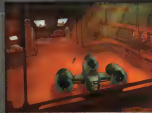
Knoles likens the story to Captain Willard's quest to meet Colonel Kurtz in *Apocalypse Now*. Along the way, Jango begins to realize his own mortality and the seed is planted for his wanting a son, Boba. "Jango's not a hero," says Knoles, "but he does follow the hero's quest." The story also reveals how Jango acquires his trademark ship, the Slave I (he steals it, of course) and how he comes to partner with changeling Zam Wesell (who meets her end in *Attack of the Clones*).



Enter the adventure! Jango Fett embarks on a quest to prove himself to be the ultimate bounty hunter.



Shades of *Return of the Jedi*? If you're not careful, Jango could suffer the same fate as his son.



## EVOLUTION OF AN ADVENTURE

Over the last decade, Knoles has worked on more than a dozen *Star Wars* games. Most recently, he was the co-project leader and game designer of *Star Wars Episode I: Racer* and *Star Wars Shadows of the Empire*. When LucasArts President Simon Jeffery asked Knoles to head an *Episode II* game project in early 2000, Knoles read the movie script and saw an interesting "antihero" in Jango Fett. Since Jango is unsuccessful in his



*Episode II* quest, Knoles says, "We couldn't make a play-the-movie game." Instead, the team decided to set the game 10 years before the time of the film and address some of the mysteries surrounding the Mandalorian warrior. As they developed Jango Fett's background, they were able to incorporate some of the discarded legends that were once attributed to Boba Fett. They ended up with enough material to pack *Star Wars Bounty Hunter* with adventures and supply stories for the recent Dark Horse Comics miniseries *Star Wars: Jango Fett—Open Seasons*.





# SETTING THE SCENES



Obi-Wan Kenobi could have been describing the world of *Star Wars Bounty Hunter* when he said, "You won't ever find a more wretched hive of scum and villainy." It is grimy, dangerous and full of aliens who are armed to the teeth. Lead artist Ian Milham approaches to the game takes *Star Wars* into dark, seedy environments with a look that he calls "low photo realism and more in the style of a graphic novel." At the beginning of the development process, Milham drew a color bar along the game's time line. It ranged from warm, inviting reds and oranges to colder blues and greens to mark Jango's epic journey to the hopelessly cruel land of the Bandoo Gorn. The color scheme gave a job of brightness in the severe desert world of Tatooine toward the end of the story, but, generally, the game darkens steadily all the way to its creepy finale.

# BE THE BOUNTY HUNTER

There's a reason that *Star Wars* fans have been clamoring to play a *Fett* family game for years—Jango and Boba are cool characters. That's why the game employs a third-person perspective, rather than one shown from the eyes of the bounty hunter. The developers wanted to make sure that players could see the character's athletic moves and flying grace. "He's shiny, with a jetpack," says Milham. "It would be a shame if you couldn't see him."

Producer Joe Bischoff says that it was important for Jango to have the same types of moves that you would expect to see from the star of an action movie: Jango can run, jump, flip and fly. He can even hang from a ledge with one hand and fire on enemies with a weapon he's holding in his other hand. In one of the Tatooine levels, Jango shifts into full movie-star mode by throwing his helmet and jetpack to the ground and challenging his bounty (Longo Two Gun) to an old-fashioned Wild West shootout. Bischoff calls the game-playing experience "the fantasy fulfillment of being Jango Fett"—it plays the fantasy to its limits.

The camera control (similar to that of *Super Mario Sunshine*) gives the character free-flowing movement and the ability to take evasive action quickly when he is fired upon. He automatically aims at enemies that are within a certain range and can fire at two enemies at once with his dual blasters. When the player locks on to a target, the controls switch to a target scheme that makes it easier to concentrate on fighting that particular enemy.

Jango isn't asked to solve standard adventure game puzzles. After all, there's no need to find the key to a door when you can cut it out with a Gauntlet Cutting Laser and kick it open. Instead, the challenge comes from navigating the environment, developing combat moves and identifying targets. Jango's arsenal includes a jetpack-mounted missile, a flamethrower and a whipcord—useful for taking in bounties alive.



Flying at a rate of 30 meters per second, the hunter can approach his prey quickly.



Arming Jango's powerful weapons is a breeze. He'll fire it, then point the target.



Dual blasters give Jango the ability to target more than one enemy at a time.



There's nothing like an airborne approach to surprise large groups of enemies.



In addition to the primary bounties that drive the story, Jango can go after five to 15 secondary bounties per level.



Much of the challenge of the game is in approaching targets and getting in a round of good, clean shots.

# ADDING CHARACTER

More than 100 unique characters populate the six worlds of *Star Wars Bounty Hunter*. They include Ronato, a Reythorian (like Watto from *Episode I & II*) who cautions Jango not to dive headfirst into dangerous situations; and Montross, a rival bounty hunter. "Montross weaves in and out of the game like a phantom boss," says Knoles. Every battle with the rival is different and more challenging than the last.

Then there is Komari Vosa, the former Jedi and apprentice to Count Dooku, who became a threat after she was kidnapped by a rogue cult and rose to lead them. Artist Milham thinks of her as "a female version of Anakin, without the family ties," while Knoles draws more parallels to Roy Batty, the replicant on the run in *Blade Runner*. Knoles was inspired by a concept sketch for a proposed *Episode II* character who didn't end up in the film. He saw a younger female villain as an interesting break from the "Christopher Lee types"—the middle-aged British men who dominate the top tiers of villainy in the *Star Wars* saga. One of several questions that the game developers asked *Star Wars* creator George Lucas was if it would be OK to create a character with a red lightsaber beam (reserved only for very special Jedi). He said yes.

# MAKING MOVIES

*Star Wars Bounty Hunter* marks the first-ever collaboration between LucasArts and sister companies Industrial Light & Magic (ILM) and Skywalker Sound. Some of the same computer graphics artists at ILM who worked on the effects for *Episode II* contributed to the 30 minutes of CG cinematics in *Bounty Hunter*. The movies act as introductions to each of the

game's chapters, setting up the story and giving the game a distinctive *Star Wars* feel. To make sure that they captured the right camera angles and timing, the game developers worked with an ILM director to create live-action films of each scene before the four-month animation and cinematics process began. Members of the development team played each part in the far-production-purpose-only films. In fact, Producer Bischoff still has the Mandalorian blast helmet that he wore when, for a short time, he was Jango Fett.





# SOUNDS LIKE STAR WARS

While members of the development team played the parts of Jango and company in the video that mapped out the shots for the animators, they left the final acting work to professionals. Terrance Morrison, the actor who played Jango in *Episode II*, lent his voice to the character in *Bounty Hunter*, and Leanna Udelsman repeated her role as Zam Wesell. Character actor Clancy Brown, who Kurosawa calls "a great heavy," plays the part of Morron. Brown voiced Dr. Neo Cortex in the Crash Bandicoot game series and was the voice of Lex Luthor in the recent "Justice League" cartoon series. Remata is played by legendary voice actress Lucille Bliss, who has voiced, among many other characters, Smurfette in "The Smurfs." The music for the game also has a distinctive Star Wars sound. Much of the music was taken from the original John Williams score for *Episode II*, while Jeremy Soule, who is quickly becoming the John Williams of the video game industry, composed additional music. Soule also composed the Williams-inspired score for the upcoming *Harry Potter and the Chamber of Secrets* game.




## PILOT JANGO'S SHIP

If you can't wait for *Star Wars Bounty Hunter* to be Jango Fett, you can pilot Fett's ship in *Star Wars Rogue Squadron II: Rebel Leader*. Check out Classified Information (page 93) for a new ode: this gives you control over Jango's version of the infamous Slave I.



## ADVENTURE ON A LARGE SCALE

With all of its amazing visuals, great cinematics and wonderful music, *Star Wars Bounty Hunter* has required the efforts of more than 100 people over the course of its two-year development. Its story, which focuses on the universe's seldom-seen gritty underbelly, is steeped in *Star Wars* lore. Fans who are still waiting for that pure Boba Fett action game should take heart: Its creators named the game *Star Wars Bounty Hunter*, instead of *Star Wars Jango Fett*, to pave the way for a possible sequel—starring another popular character who treads the dark side. 

# HE'S DISHING OUT A DOUBLE BLAST OF DEEP FRIED AND DEEP FREEZE.



Spyro's taking his breath to a new degree in *Spyro 2: Season of Flame* for Game Boy Advance. With this, his, his and four playable characters: Spyro, Sparx, Ape, and Shale the Kangaroo, this one's going to be an adventure of breathtaking proportions.

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# STARFOX ADVENTURES

The adventures of Fox McCloud are much too expansive for a single strategy review. In the second installment of our Star Fox Adventures coverage, we make tracks for Darkice Mines, Volcano Force Point Temple and beyond.



Mild Violence  
Fantasy Blood



2002 Nintendo Game Boy  
Advance Release  
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## DARKICE MINES

When we last left Fox and his sidekick, Tricky, they were heading to Darkice Mines to save the imprisoned SnowHorns and retrieve the first of five mystical SpellSpheres. Once you land in the Darkice tunnels, choose a path to the surface and let Fox leap over the widening gaps.

### MAP STRATEGY

All tips are numbered and color-coded. Each map is associated with a color. Match the tips to their map locations.

### 1. SAVE THE SNOWHORN

You'll find a shackled SnowHorn near a snow-blocked building. Use Tricky to dig a tunnel into the building, then fight a pair of SharpClaws for the Shackle Key. Use the key to unshackle the SnowHorn. She'll give you the Bridge Cog.



### 1. BUILD A BRIDGE

Climb down to the base of the waterfall, place the Bridge Cog in the mechanism on the wall and pull the lever. A bridge will extend and give you access to the other side of the river.



### 2. MAMMOTH APPETITE

You'll find a SnowHorn flanked by two SharpClaws. Defeat the attackers and talk to the ailing mammoth. He'll encourage Tricky to learn his Flame Command and ask you for two Alpine Roots.



### 2. ROOT OUT THE ROOTS

One of the Alpine Roots is in an ice-blocked building. Another one is in a cave, in the FANTASY. Use Tricky's Flame Command to melt frozen barriers and collect the roots.



Burn your way into a building in the SharpClaw compound, then light the campfire inside. The ice will break apart, giving you access to an underground passage where you will find a root. Next, jump into the ravine, go against the snowfall, flow and look for another root in an ice-covered cave.

### 3. CATCH A RIDE

After you feed the SnowHorn, climb to the top of the platform and press the A Button to mount the beast. Steer the mammoth to a gate and press A again to break through into a SharpClaw fortress.



### STORM THE FORTRESS

#### 3. PATH TO POWER

A SharpClaw on a ledge will take aim at you with a cannon. Tell Tricky to melt a tunnel-blocking barrier, then climb and rocket your way up to a ledge and manipulate a wood path to the cannon, fight the enemy and take over the cannon.



#### 3. CONTROL THE CANNON



After you take over the cannon, aim at the tunnel barricade that is marked with all "X"s, then fire on the five enemies in the compound. After all of the SharpClaws are gone, a Life-Force Door will disappear.

### 4. COLLECT THE COGS

You'll find two Bridge Cogs in the compound—in the cave that was protected by the Life-Force Door and in the SharpClaw building. A third cog is on the outskirts of the compound. Go through the formerly barricaded tunnel and explore.



Make your way through the tunnel that was blocked by the "X" barricade, climb up a snow-covered path and find a flame your way in to the cave. You'll find a Bridge Cog inside.

### 5. COMPLETE THE MACHINE

Place the three Bridge Cogs in the mechanism that you found on your way to the cannon, then pull the lever. A bridge will extend across the ravine and give you access to a snow-blocked cave.

### FIRE AND FINE

#### 5. COLLECT THE INSTRUMENT

After you follow Tricky into the cave, you'll find a furnace with four openings. Fire Blast a switch on the wall to start a timer, then light all four fires. A door will open, and give you a magical path, over a wide gap, to the Dinosaur Horn.



#### 5. BLOW YOUR HORN

Return to the snow-covered path, where you found the remote Bridge Cog, and use the Dinosaur Horn on a Dino Horn Pad. A SnowHorn will come to take you through the storm.

### DARKICE MINES MAP

All Darkice Mines storage tips are color-coded.



### 10. BLIZZARD RUN

Only a SnowHorn can take you through the blizzard to the SharpClaw-protected mines. Guide the mammoth through blinding snow, following the path of Alpine Roots, to an area marked by two torches. Tricky will disappear. Use the SnowHorn to break a barricade, then enter the cave, fight SharpClaws and take off on a Jet Bike.



### PRISON ESCAPE

#### 11. COLLECT A KEY

Following your Jet Bike ride, you'll end up in a lava-filled cave. Rocket up to an alcove and crawl through a hole to a conveyor Fire-Blast a switch at the end of the conveyor to shut off a flame jet. You'll discover the silver Prison Cell Key.



#### 11. TRACKY RESCUE

Perceive Tricky is in a cell on the other side of a large lava pool. Follow a path to Tricky's cell, making your way around rotating flame jets, and use the silver key to spring the prince from prison.





## 15 GET THE GOLD KEY

Defeat all three SharpClaws in the main mine area to make a Life-Force Door disappear, then use Tricky to melt an ice barrier. You'll enter a cave that contains the gold Prison Cell Key. Use it to free Belina Te.



## 16 CROSS THE COLD WATER



After Belina Te leaves her cell, have Tricky do a path to a new section of the mine. When you reach the headcave, find three green poles to make them fall into the water, then use them as platforms. Hop to a switch to start the water flowing above. Follow the path to the top of the waterfall, jump across moving ice floors to an ice block on a ledge and push the block into the water. Repeat the block to cross to the other side.

## SWITCHES AND BRIDGES

### 15 BRING UP THE BARREL

Climb a ladder up to a spiral path. Grab a Fuel Barrel and make your way up the path, seeking safe spots. Set the barrel on a pad after you clear the rolling-barrel area, then climb up and hit a switch to activate a device that will carry the barrel up to your level.



### 16 OPEN UP A HOLE, HIT A SWITCH



After you transport the barrel to the high platform, pick it up, blow open a weak wall and hit a switch, at callout. It'll open the way, to trigger a bridge.

# THORNTAIL HOLLOW

## TORCH TROUBLE



When you return to ThornTail Hollow, you'll discover that SharpClaws have extinguished the area's three beacons. You must collect Fire Woods from the flaming tree and use them (along with Tricky's flame) to restore the light. You'll find one beacon near the queen's home, another near the WarpStone and yet another in a tunnel behind the Arwing.

## PASS TO THE POINT

Your reward for fighting the beacons is the Moon Pass Key. The pass leads to Volcano Force Point Temple. Run downhill from the ancient well and use a Bomb Spore to blow a hole in a wall. Enter the cave and hop on piston-like pillars to cross a poison-air wind tunnel and reach the pass.



When you enter the pass proper, you'll have to deal with a barrage of barrels. Jump through the mess, grab a Fuel Cell along the way, and open the gate at the top of the pass with the Moon Pass Key. Defeat two tough SharpClaws on the other side to make a blocking Life-Force Door disappear.

## 17 X MARKS THE SPOTS

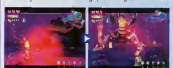
Cross the new bridge to reach a path the leads to a new switch. The switch will trigger another bridge, giving you a clear path to the SharpClaw cannon. Climb up to the device, defeat a SharpClaw and train the cannon on two barriers that are each marked with an X.



Use the cannon to fire across the chasm. After you hit each X-marked barrier, one section of a two-part bridge will rise from the lava below.

## BOSS GALDON

After you cross the lava bridge and warp to the boss room, use Tricky's flame to melt the big frozen beast. The boss will swallow the SpellStone and challenge you to a fight.



Tricky can distract the boss. Tell your subtask to stay in front of the crystal while you work your way to the other side and attack the tail. After the boss catches you, subtask, hit the hanging object that holds the SpellStone. The boss will spit you out to the arena and expose a weak spot on his chest. Hit the spot with five Blaster shots when the crystal is in an open. A few direct hits will cause the creature to swallow you again. Hit the hanging SpellStone once more to defeat the boss.



The most remote of the area's beacons is in a cave near the Arwing. Jump from ledge to ledge along the hallway's right wall. You'll reach a switch in the southwest corner. Hit it to open the gate that blocks the cave.

# VOLCANO FORCE POINT TEMPLE

## ENTER THE TEMPLE

### 15 OVER, DOWN AND AROUND

On your way to the temple's main entrance, you'll hop across three moving platforms then enter an area where you'll find a flame-producing hole. Wait for the flame to go out, then drop into the hole. Follow the path up a dangerous conveyor, cross over a wide gap and climb a wall. You're almost there.



### 16 OPEN THE OOD

After you use the SpellStone to roll away a gate, you'll reach a locked door, with orbs on either side. Line up Fire Blaster shots so they go through the color-changing flames and hit the orbs when the colors match.



### 20 HAVE A BLAST

After you destroy a Life-Force Door by defeating four SharpClaw guards, sell Tricky to light two platform-producing furnaces. Then climb up a ladder and make your way to a staff upgrade.



After you run along the ledge and hop across a series of platforms, you'll find a staff that leads to a staff upgrade room, marked 20 on the map. Collect the freezing Ice Blast.

### 21 FREEZE THE FLAMES

Once you stringer from the upgrade cave, use the Ice Blast to extinguish four red flames along the ledge. An elevator will appear on the floor of the chamber. Take it down to another large chamber.



### 22 SPELLSTONE POWER



When you place the SpellStone in a SpellStone-shaped hole that is located near the center of the room, a portal will unlock. Extinguish a blocking flame on your way to the portal. Set an elevator up to another level and extinguish four flames on a ledge to unlock another portal.

## VOLCANO FORCE POINT TEMPLE MAP

Volcano Force Point Temple map are given.



### 23 CROSS THE LAVA

Eight a group of SharpClaws, then jump on two moving platforms to get across a lava pool. Turn and hit switches on the platforms to stop them from sliding. When Tricky catches up, have him light a portal-unlocking fire.



## THE SPELLSTONE'S HOME



You'll warp to a room in the center of the temple. Put the SpellStone in one of two SpellStone-shaped holes. When the SpellStone is in its place, you will warp to the temple's main entrance automatically. Work your way back from there to Moon Mountain Pass.



# MOON MOUNTAIN PASS

## EXPLORE THE PASS

### 24 GET THE GROUND QUAKE

When you reach Moon Mountain Pass, a Krazoo Spirit will tell you about Krazoo's capture and that you'll have to search for more spirits. Before he disappears, he will open a tunnel that leads to the Ground Quake staff upgrade. Use the new power to defeat Kaida Chems and collect MoonSeeds.



### 25 MOONSEED MADNESS

You'll find many MoonSeeds and MoonSeed Planting Patches in the Moon Mountain Pass area. Plant the seeds, then use Tricky to bring them to produce climbing seeds. Exploring the environment gives you a Bonus Spore Planting Patch (number 25 on the map). Plant a spore and blast it to clear a path.

### LIFT THE ROCK

As soon as you enter the new area, you'll witness a meteor crash. The largest chunk of the meteor blocks the passage to the next area. You must place three smaller meteor fragments into steam vents to redirect the steam flow and lift the blocking rock. Two of the meteor fragments are buried in the ground. Use Tricky to dig them out. Another fragment is on fire—extinguish the flame. Carry the small rocks and place them on the three vents. When they're on the right vents, steam pressure will lift the meteor.



## MOON MOUNTAIN PASS MAP

Two Tips for Moon Mountain Pass are on page 24.

WE TO GO! FRAGMENT

To Volcano  
Pit: Pore  
Temple



### 26 SHRINE CHALLENGE



The end of the Moon Mountain Pass trail leads to a Krazoo Shrine where, you'll face a series of challenges in the shrine before you take the Krazoo Spirit. After you reach point 26, you'll see a large, glowing structure. Use your staff and your staff upgrades to defeat the Krazoo Spirit. After you defeat the Krazoo Spirit, turn and hit another switch to make the gate rise.

## KRAZOO TEST OF COMBAT



The Krazoo Spirit at the heart of the shrine will give you three minutes and thirty seconds to defeat a huge group of Spore Claw guards. Use your staff and your staff upgrades to defeat the Krazoo Spirit. After you defeat the Krazoo Spirit, turn and hit another switch to make the gate rise.

### 32 LEAVING MOON MOUNTAIN PASS

You'll find that the only way out of the pass is over a very wide gap. Toss a Fuel Barrel through a wind lift and onto a platform. Then follow the barrel across the gap and toss it again to destroy a weak wall.



## FLOAT TO THE TOP



Enter the large, open chamber of the Krazoo Palace and use your staff to reach the top floor. Explore the floor to find another wind tunnel that will lift you to the palace roof.

## RELEASE THE SPIRIT



For well over a year, you've been searching for the Krazoo Spirit. Now it's time to release him. Use the WarpStone to give you the Medium Scarab Bag, which allows you to carry up to 100 Scarabs at once.

# CAPE CLAW

## CONTINUE TO THE CAPE

Your next stop is Cape Claw. Enter the tunnel located near the Arwing and make your way through LightFoot Village. Pay a 60-Scrabh toll for admittance into a maze, then navigate your way through the upper levels of a well to the cape.



## DIINOSAUR DIALOGUE



You can either pay a Bribe Claw 25 Scarabs for access to the large dinosaur in the water, or rocket up to the creature from a sand bar. When you reach him, he'll ask you to retrieve his four Gold Bars, which are buried on four beaches.

## GO FOR THE GOLD



After you talk to the dinosaur, return to the closest beach and have Tricky dig up a Gold Bar. Swim to two other beaches for more buried bars and burn through a prickly barrier to reach the most remote beach, where you will find a bar in shallow water.

## FREE THE CLOUDRUNNER QUEEN



When you bring the gold back to the dinosaur, he will shake loose a ladder near the rock face. Climb up and hit a switch for access to a small chamber. Enter the chamber, push blocks to stop the flow of poisonous gas, and climb a large block to get fresh air when you need it. When you emerge from the chamber, the Queen CloudRunner will be free.

# CLOUDRUNNER FORTRESS

## FLY TO THE FORTRESS

The Queen CloudRunner will meet you at her fortress. You'll need to Fuel Cells to penetrate the atmosphere with the Arwing.



A flight to CloudRunner Fortress requires that you fly through at least five Gold Ring-shaped targets that will have you negotiating narrow turnings and several field.

## RACE THROUGH THE RINGS



You'll discover that the main gate of CloudRunner Fortress is locked. Climb down to the water and swim to a platform that holds a pressure plate. When you apply pressure to the plate, several magic rings will appear and a 30-second timer will start. If you can run through all of the rings in time, you'll gain free access.

## CLOUDRUNNER FORTRESS MAP

CloudRunner Fortress tips are blue.

GREEN LIGHT GEM ORANGE LIGHT GEM BLUE LIGHT GEM



# KRAZOO PALACE

## A BIG FIGHT AND DARKNESS

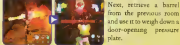
After the WarpStone sends you to Krazoo Palace, fight four SharpClaws to open a Life-Force Door. Then collect some FuelCells and carry a Fuel Barrel into the dark holding area.



As soon as you enter the dark room, light the lantern and run to the ramp to the right. Move around the room in a counter-clockwise pattern, turn left to descend to the middle of the room. Then turn right and toss the barrel to destroy a wall.

## BARRELS AND BLASTERS

Fire on a switch to make two flame jets start moving in opposite directions, then carry a barrel past the jets to break through a wall. In the next room, line up shots through color-matching flames to hit two cells, then destroy a flamethrowing machine with Fire Blaster shots.



Next, retrieve a barrel from the previous room and use it to weigh down a door-opening pressure plate.



## 29 GENERAL TROUBLE

After you open the gates, run to the top of the spiral path, avoiding shots from hovering robots along the way, and climb down a ladder to a switch. Hit the switch and climb back up to the path. There's an open passage to a courtyard where you will find General Scales. He'll take you prisoner.

## 38 CONTACT THE CREW




After you push a block to escape from your cell, you'll get a message from Sippy. He needs you to blow a hole in the ceiling for a better radio connection. Slip past a guard by rolling on the right side of the cage-filled rooms, then place a Fuel Barrel onto a vent and trigger a wind tunnel to make the barrel rise. It will detonate and create an opening. Sippy will give you the Shred Claw device.

## 11 POWER PLAY

Use the disguise to fool a prison guard, then retrieve your staff and save some prisoners. One of the prisoners, Gradsbug, will give you the Power Room Key and ask you to restore power with the Light Gems.


**GEM JOURNEY**

 Climb to the courtyard while wearing your disguise to keep the hovering 'bots from firing at you. You'll find three buttons in the center of the yard. Each one will open a gate to a different Light Gem for a short period. Run and gather the rocks.



Break a crate to reveal a switch, then hit the switch to drop a ladder. Climb up and extinguish two flames. Next, push the left button in the middle of the courtyard and run to the green Light Gem.



The red Light Gem is above the courtyard. Hit the middle button, climb the pile of crates to the next level and run clockwise around the courtyard to the gem.



Before you test for the blue Light Gem, use the Ice Blast to extinguish a flame that blocks a small alcove. Press the right button, run into the alcove and rocket up to the pipe.

### 11 TURN ON THE POWER

With three Light Gems and the Power Room Key in your possession, move on to the Power Room and bring energy back to the wind lifts so you can explore more of the fortress.

### 33 GET TO THE QUEEN CLOUDRUNNER

Return to the area where you found the Blue Light Gem. The activated wind lift will take you to the upper deck. Fight off a group of SharpClaws, then use the SharpClaw disguise to open a gate to the dock area. There, you will find another group of angry guards.



After you use the disguise to enter the dock area, defeat SharpClaws to make a Life-Force Bear disappear. Put on the disguise again, carry a Fuel Barrel from one room to a pad in another room, climb a ladder and activate a barrel-carrying device. Pick up the barrel when it reaches its destination and wait to destroy a wall on the other side of a gap, marked '33' on the map.

#### 34 SAVE THE QUEEN CLOUDRUNNER

You'll fall through floating and float to a courtyard where the Queen CloudRunner is being held. Defeat the guards in the area and step on a pad while wearing the disguise to make a ladder drop. Climb up and hit switches on either side of the cage. You'll have to hop from the area near the queen's cage to a stack of crates to reach one of the switches.



After you hit the switches, the gate to the back area will open. Cross over, collect a Fuel Barrel, then head back. Toss the barrel across the gap and use it to free the guinea.

 **CALL THE CHILDREN**

The queen will give you the CloudRunner Plate and ask you to save her four children. They are scattered throughout the fortress, each one watched by an increasing number of SharpClaws. Defeat the SharpClaws, then play the flute.



After you defeat each group of SharpClaws, wait for the CloudRunner led to land, then play the flute to send the little bird on its way.

### 35 TREASURE ROOM RUN *NP*

The queen will open the door to the treasure room, where the SharpClaws keep the SpellStone. Toss a Fuel Barrel into the wind lift, then work your way down to, and through, the treasure room. Turn off the lift, pick up the barrel, carry it into a dark room and use it to destroy a weak wall in the next area. You will confront General Scales again and watch his SharpClaws take off with the treasure. Hop onto a Jet Bike and give chase. The second SpellStone is almost in your grasp!



**THE ONLY THING LEFT  
STANDING IS FREEDOM.**



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# PHANTASY STAR™ ONLINE ファンタースターオンライン EPISODE I&II

## ONLINE AND ON TARGET!

ONLINE GAMING HAS ALWAYS SEEMED LIKE A FAR-OFF DREAM FOR DEDICATED NINTENDO FANS, BUT THE DREAM IS ABOUT TO BECOME A REALITY WITH SEGA'S PHANTASY STAR ONLINE EPISODE I & II (OR PSO, AS THE GAME IS COMMONLY KNOWN) FOR THE NINTENDO GAMECUBE. SPORTING BOTH OFFLINE AND ONLINE MULTIPLAYER CAPABILITIES, PSO WILL BE THE FIRST GAME TO HARNESS THE POWER OF THE NINTENDO GAMECUBE BROADBAND AND MODEM ADAPTERS. OPEN YOUR EYES AND GET READY TO LEAP INTO A WORLD OF FANTASTIC WEAPONRY, UNBELIEVABLE MONSTERS AND FIERCE BATTLES—THE LIKES OF WHICH NINTENDO-PHILES HAVE NEVER SEEN.



### A BRIEF HISTORY OF PSO

Phantasy Star was launched in 1988 as an offline RPG for the Sega Master System. It was quickly followed by five sequels, some of which were never released in the United States. (Fans interested in the early origins of the series should check out the Phantasy Star Collection, which is coming to the GBA before the end of 2002.) In December of 2000 the series made the jump online. The original PSO was available for PCs and the Sega Dreamcast, and the 2002 GCN version sports a number of improvements—including offline multiplayer play, an improved character construction system and important changes to the network itself.



### BIG-TIME BLASTERS

PSO combat is in real time, so you'll need a quick trigger finger and lightning reflexes. Luckily, there is an almost endless supply of unique and powerful weaponry at your fingertips. Whether you're blasting an enemy with an Ice Rifle or laying into them with a Diamond Saber which steals HP while inflicting damage, there's a weapon that suits your style. You can win some of the rarest weapons only through exhaustive online game play—so players are sure to keep coming back for more.



### OFFLINE PLAY



You wouldn't think that a game with "online" in the title would work offline, but Sega has a surprise in store. You can play and complete PSO offline—and any weapons, items or experience you gain offline will transfer to the online arena. It's a good way to learn about the world and the combat system, although you can't truly experience PSO until you're playing with new friends from around the country.

### MULTIPLE MULTI MODES

There are two ways to enjoy multiplayer action in PSO. You can either go online, form a party and start exploring, or invite three friends over for an offline multiplayer fest. If a friend has already created a character, he or she can simply pop in a Memory Card and transfer the data to your game. At the end of the session, you can return the character to the original Memory Card—complete with whatever items and experience he or she has earned. One obvious advantage to online play is that each player gets his or her own television screen instead of having to share one screen. But you'll save time and effort by simply talking to a friend next to you rather than typing a message. No matter which way you choose to play, you're guaranteed to be both swayed and challenged by the strange, new world that awaits.



### CHARACTER CREATION

The character creation system in PSO is so detailed that you could play the game for months and never run into a character quite like yours. There are three character classes to choose from—Hunter, Ranger and Force—and four subclasses within each category. (The Dreamcast version had only three classes per category.) Naturally, each class has strengths and weaknesses. Rangers, for example, are highly skilled with handguns and rifles, but they tend to have low attack stats. Forces, on the other hand, can use all manner of magic spells (known as techniques) but have low HP. Once you've selected a class, you can customize your character to your heart's delight by tinkering with body size, hair, headgear, facial expressions and plenty of wild PSO outfits.



### SEE THE SIGHTS

The "hub" of PSO is a massive spaceship called the *Pioneer II*, which houses merchants, hospitals and your guild. Online, the *Pioneer II* serves as a kind of lobby where players find all over the network—can form parties, swap items or just shoot the breeze. Once you leave the *Pioneer II*, you'll encounter bizarre worlds of fire, ice, natural plant life and more. It's like having an in-line planet in your GCN.



### THE ONLINE SKINNY

Of course, none of this means much without an understanding of online play. PSO runs on a network operated by Sega. To get online, you will need to buy either a Modem Adapter or Broadband Adapter for your GCN. The modems will be available when PSO launches in late October, but you will need Internet access in your home (through either a dial-up connection, DSL or other service) to use them. PSO users will need to pay a nominal fee to Sega (currently fixed at \$3.95 per month) to access the network. Sega is also finalizing plans to allow GCN users to download older Sega titles to their GBA—it's a fun perk of joining the online community. In addition, there are plans to release a GCN keyboard so players can type messages to each other as they play (though that is not official yet). Finally, Sega has made a number of changes to its network security so hackers won't be able to alter the world, as they did in the Dreamcast version. It all begins in October, so grab a modem and get ready to explore, fight, chat and communicate with a whole world of new friends.





# PHANTASY STAR™ ONLINE

ファンタースターオンライン

EPISODE I&II



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# FUNDAMENTALS

CREATE GAMES AND LEARN TO PROGRAM WITH DIGIPEN'S PROJECT FUN

## Program Progress

### "Catch" a New FUN Project

#### Random Action Addition

So far, the Project FUN Game Factory games have featured computer-controlled objects that move along set patterns or behave according to basic physics. The latest project, *Catch*, introduces randomly generated objects. An object pops out of a plane and drops down one of three randomly selected paths. The decision is made by assigning a number to each path (1, 2 or 3), then generating a random number and using that number to determine the path.

#### Beginner Sessions

The first series of *Catch* sessions introduces the basic elements of the game, such as a controllable character, objects that the character must catch and a scoring system. The sessions also establish a level structure that starts with the title screen/introduction level and flows into the first game play level. Music and sound effects play a big part in the game, too. The music track early on, then all sound effects to help capture the light-hearted mood of the game.

#### Catch Q&A

The game's *THING* animation set has four frames. In previous projects, multi-frame animations looped. In this project, the animation appears to stop and freezes on the fourth frame. How do you make that happen? The answer is in the "Connect To" selection. When you apply "Connect To" to the fourth frame, the animation will loop endlessly on that frame. If you applied it to the third frame,



**Catch for Beginners**

Complete the Beginner sessions for the *Catch* project to create a simple, but fun, object-catch game.

the animation would play the third and fourth frames in a loop.

The sound effects are set at a Minimum Play of 20%. Why? The Minimum Play feature dictates how much of a sound effect will play before another sound effect can play. In this case, at least 20% of the sound effect in question will play without any other sound effect interruption.

#### Advanced/Expert Sessions

Upcoming *Catch* sessions will add new levels and new play mechanics. In fact, one of the Expert session additions will apply an element that was part of the *FUN Ping Pong* project. Look for the new sessions in the Game Factory over the next several weeks.

## Bells & Whistles

### Catch Additions

It's always fun to refine and add to your Project FUN games. This month, we provide two additions to the *Catch* project. One of the additions is a variation of the thing sprite—an item that you don't want to catch. The other addition changes the way the boat moves. Instead of stopping in three different places, it will slide freely across the bottom of the screen, like the paddle in the Break the Bricks game from last month.



**Drop a Bomb**

Create a new sprite that looks slightly different from the thing and make it decrease your score.



**Re-move the Boat**

Change the behavior of the boat so it moves smoothly across the bottom of the screen.

### Boxes and Bombs

#### Step 1—Add an Actor

Your *Catch* game will be more challenging to play if there are objects to avoid along with the objects that you must catch. The first step in creating a new bomb object is to add an actor. Right-click the Actors node, select "Add..." and name the new actor "BOMB." Then right-click the BOMB node and select the "Add Animation Set..." option. Add a single frame of animation using the "thing.bsp" art and double-click the frame to load it into your default paint program. Choose "Save As" and rename the file "bomb.bsp." Then change the image to make it distinguishable from the thing frame. Save the image again and close the paint program. Next, add the bomb.bsp as a new frame of your BOMB animation set and remove the thing frame. You'll be left with a single frame. Click on the "Collision Data" and manually add the same collision data that you used for the *THING* animation set: Circle, X: 23, Y: 53, Radius: 10.



Add a BOMB actor and animation set and add a frame, using thing.bsp. Open your paint program and save it as "bomb.bsp." Modify the art, save it and close it. Add a new frame, using the bomb art and remove the first frame.



#### Step 2—Add a Sprite

Once you have a BOMB actor, you can use it to create a sprite. Right-click the Sprites node, under the Level 1 branch of the tree, and select "Add..." from it. Give the new sprite the following properties:

**GENERAL**  
Name: bomb  
Map: like  
Unused: check  
Order: 2  
Display List #: 1

**ANIMATION**  
Actor: BOMB  
Initial Animation: BOMB  
Initial Frame: bomb1

**POSITION**  
Position X: 333  
Position Y: 26

**DISPLACEMENT**  
Speed X: 3  
Speed Y: 3  
Vector Direction X: 0  
Vector Direction Y: 1

**COLLISION**  
Precise Collision: select  
Check Collision With Map: check  
Check Collision With Sprites: check



The bomb sprite will have similar properties to the thing sprite. After you give it all of its properties, click "OK" to save the sprite, then close it.

### FUN Facts

[www.projectfun.digipen.edu](http://www.projectfun.digipen.edu)

- The DigPen Institute of Technology's Project FUN is an online club that gives members an opportunity to create video games on a personal computer.
- Nintendo Power subscribers can join Project FUN at a rate of \$10 U.S. for an entire year. Details are available at DigPen's website: [www.projectfun.digipen.edu](http://www.projectfun.digipen.edu).
- The Project FUN Game Factory offers instructions and assets that give members the power to create games. A new assignment is introduced every month.
- The Nintendo Power Fundamentals column offers information and advice on the latest Project FUN projects, with helpful hints and bells and whistles.



### Step 3—Create a State Machine

The bomb sprite will use a variation of the thing sprite's state machine to determine its behavior. Right-click on the ThingSM state machine, select "Insert Copy...", name the copy "Bomb SM" and insert it at the last node. Double-click the new state machine to open it, then double-click the missed state and replace all of the state's Initial Actions code with the following:

```
//search for the "telloWater" and "tough" sounds
SoundPFBal("telloWater"); //tough;
Is>Play(); //play the "telloWater" sound
Is>Play(); //play the "tough" sound
//delete the bomb when it falls in the water
This>DeleteIf(true);
```

Click "OK" to save and close the state. Next, double-click on the caught state and replace all of its Initial Actions code with code that will decrease the player's score if the boat catches the bomb:

```
SoundPFBal("catch"); //search for the "catch" sound
SoundPFBal("catch"); //play the "catch" sound
This>DeleteIf(true); //delete the caught thing
TextPFBal("score"); //search for the "score" text
Is>Value(); //decrement the "score" text
```

Click "OK" to save and close the state, then save and close the state machine.



The new "caught" code will decrement the score by one point after the boat catches the bomb.

### Step 4—Add Behavior

When you have a state machine for the bomb, you can assign it to the bomb's behavior. Double-click the bomb sprite to open its properties, then click on the Behaviors tab and select and add the BombSM state machine.



Add the BombSM state machine under the bomb sprite's behavior tab.

### Step 5—Produce the Bomb Sprite

Your next step is to alter the RandomSM state machine so that it drops the bomb sprite randomly. Double-click the RandomSM state machine to open the state machine and modify the random state's Initial Actions code so that it reads:

```
Timer=0;
if(NumberOf=0)
{
    Number=0;
    Interval=10;
}
Number++;
//reserving the previous random number in the integer
int=RandomNumber();
//get a random number different from the previous random number
while(RandomNumber-Number!=0)
{
    Number=RandomNumber();
}
```

Click "OK" to save and close the state. Then create a new state and name it "bomb." Add the following code to the Initial Actions:

```
//create an instance of the bomb sprite
CreateBomb();
```

Create an edge from the bomb state to the random state and an edge from the random state to the bomb state. Double-click on the random-bomb edge and replace its Conditions code with:

```
//return true if random is equal to 3 and Timer is greater than interval
return(RandomNumber==3&&Timer>Interval);
```

### Step 6—Create a Function

The bomb state of the RandomSM state machine calls a function called CreateBomb. You must write that function. Right-click on the My Functions menu and select the "Add..." option. Name the new function "CreateBomb" and enter the following code in the function's Declarations field:

```
void CreateBomb();
```

Enter the following in the code field:

```
//search for the "bomb" sprite
SpritePFBal("bomb"); //create a copy of the "bomb" sprite
Sprite s=newSprite->CreateSprite();
s->Name("bomb"); //name the copied sprite "bomb"
s->UnreadIf(true); //make the bomb sprite unread
int=ReadInt(3);
if(int=0)
{
    s->VectorAngle(220); //make the bomb move at an angle
    this=0;
}
s->VectorAngle(310); //make the bomb move at a different angle
```

Save, close, compile and run. When you play the game, a menacing bomb sprite will pop out of the plane about 25% of the time.

### Smooth Sailing

#### Step 1—Add Actor Collision

The boat can transport to only one of three places. If you want to make the sprite move a little more freely, the first thing that you should do is modify the BOAT actor's animation set. Open the animation set and select the first frame. Then click on the Collision Data button and manually add the following two segments to the existing data:

```
Segment 3, 25, 3, 52
Segment 136, 64, 134, 53
```

The result will be two small lines that define the boat's outer edges. Save the changes, then click the Apply to All button to copy the collision data over to the second frame.



You can define the outer edges of the boat by adding two segments that will collide with collision data on the edge of the lake.

#### Step 2—Modify the Sprite

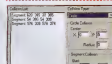
Eventually, you will add collision data to the map to define the edge of the lake. Before you do that, you can ensure that the boat sprite will check its collisions with the map and that it will have the speed to move by making the following modifications:

```
DISPLACEMENT
SpeedX 3
SpeedY 3
COLLISION
Check Collision With Map: check
```

#### Step 3—Add Map Collision

The next step in giving the boat movement boundaries is to add collision data to the map. Open the lake map, click on Collision Data and manually add the following segments:

```
Segment 54, 380, 54, 386
Segment 576, 380, 576, 374
```



Save the map two additional collision data segments to define the edges of the lake.

#### Step 4—Change the Boat's Behavior

The state machine that the boat currently employs moves the boat to one of three locations. To make the boat move smoothly, you'll need a new state machine. Add a state machine called NewBoatSM and allow it to be used by sprites. Create three states: an idle state, a left state and a right state, then create edges from the idle state to the right state, from the right state to the left state, from the left state to the left state and from the left state to the idle state. The state machine should look like the following screen shot:



Add code for each of the state's Initial Actions:

```
IDLE
This>VectorDirection(0);

LEFT
This>VectorDirection(-1,0);

RIGHT
This>VectorDirection(1,0);
```

Replace the code for each of the edge's Conditions:

```
IDLE TO LEFT
return keyboard->IsKeyPressed(DIK_LEFT);

LEFT TO IDLE
return keyboard->IsKeyPressed(DIK_LEFT);

IDLE TO RIGHT
return keyboard->IsKeyPressed(DIK_RIGHT);

RIGHT TO IDLE
return keyboard->IsKeyPressed(DIK_RIGHT);
```

Save and close the state machine, then open the boat sprite and click on the Behavior tab. Remove the BoatSM state machine from the boat's behavior, then add the NewBoatSM. Save, compile and run. The boat will move quickly and freely.



Remove the old state machine from the boat's behavior and add the new one. You'll be ready to experience a different style of game play.







## MARIO'S ISLAND TRIP GIVING YOU HURRICANE ON THE BRAIN?



### VACATION FRUSTRATION

It's the funnest Mario game ever to splash down on a console. But Super Mario Sunshine is no walk in the park. The all-inclusive getaway destination has Godrila-sized caterpillars on beachfront property, a roller-coaster showdown against a robotic Bowser, a resort plagued by ghosts and lots more huge challenges. Last issue, Nintendo Power helped you tackle the first few vacation areas. Ready for the next few? Grab FLUDD and jump into action!



#### 1 Gelato Beach Entry Requirements

**SHINE SPRITES:** None a total of five Shine Sprites.  
**EVENT:** Defeat the third polka-dot Parasol Plant in Delfino Plaza.

#### 2 Pina Park Entry Requirements

**SHINE SPRITES:** None a total of 10 Shine Sprites.  
**EVENT:** Follow Shadow Mario while kidnapping Princess Peach.

#### 3 Sirena Beach Entry Requirements

**SHINE SPRITES:** None a Shine Sprite in Pina Park's Episode 4.  
**EVENT:** Find Noki, then use the disc to gale down the giant pineapple that's blocking the rooftop Wiggler Pipe.

## GELATO BEACH

During the eight episodes that take place on Isle Delfino's largest beach, wicked entities lack plenty of sand in your face, so muscle up with all of the necessary tips for beating the beach.

**episode**

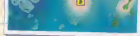
### 1 DUNE BUD SAND CASTLE SECRET



If you water a Dune Bud plant, it will balloon with water and explode into a sand castle structure—such as the castle arch, which appears a score donation from the bud. Enter the arch to reach a secret level.



**Like Sand through the Hourglass...**  
The secret level in Gelato Beach throws a new wrinkle into the work—sand blocks stick to you into nothingness after you step on them. Drudge blocks are solid and stable, however. Most of the levels built from sand, so stay on the move or freeze the void.



#### Something the Sand Pit

Since you won't have a FLUDD to help you hover in the secret level, making your way up the mountain made from sand blocks can be difficult. You need to succeed this sand blocks quickly, so Sids. Somersault your way up the mountain and grab the crowning Shm Spire.

**episode**

### 2 MIRROR MADNESS TILT, SPIN, COME!



Always water has curled itself around the Sand Bed Egg on the tower. To try it off its perch, defeat the enemies on the three solar panels. To bounce each level, spray it to the edge of the panel until it's balancing on one leg, then Ground Pound the other side of the panel to send it flying.

**episode**

### 3 THE SAND BIRD IS BORN



The Sand Bird eggs continue—the beach bowl has broken off its legs and thrown the coop. Follow the Sand Bird by hopping across egg shells, which remain on the tower. To get there, slide down the hill, starting from the sandcastle platform, and then use your Hammer through the sandcastle. If the jump off the bump just right, you'll remember the very shells.

**episode**

### 4 WIGGLER ARMY FULL STEAM AHEAD!



The Wiggler, once freed off the tower, will rampage around the beach. The giant can catapult sticks to specific moves. Since you can predict what it's going, water the Dune Bud into the path. The bud will explode into a huge structure that will send and fire the Wiggler. Ground Pound the center and repeat the process over a times until it wiggles no more.

**episode**

### 5 1 2 3 4 5 6 7 8 9 10 Grid, on the Wind's Back

To earn this Shine Sprite in episode 4, you must collect eight Red Coins. Seven are on the searing Sand Bird, a creature made of sand blocks which, fortunately, don't dissipate. Don't move too quickly and don't get too near to the block edges, as the sand makes for a slippery surface.

#### 6 Service the Hole

The bird will soar upward toward a tower and orbit on a wing to the level just again. Walk onto a sand block as side when the tower. When the bird reaches the tower, repeat the process. Repeat the process until the bird reaches the tower.



## EPISODE 5 IS PRINCESSIMO'S SAND SPYNT

When the mysterious figure showed up in Part 7, the world may never know—but you'll get a chance to beat him in a footrace up to a scenic hilltop spot. While he runs along the paved path, ways, take a shortcut across the hill. You'll easily beat the buggier.



## EPISODE 7 IT'S SHADOW MARIO AFTER HIM!

Shadow Mario is the baddy of the beach in Episode 7. You need to beat him with 10,000 coins rapidly until the two Mario collapases. One of his favorite tricks is to run up the hills. Don't waste time watching the scenery. Dune Buggy follows his example and Wario Rock your way up the cliff walls. Whenever possible, get a wastage point where you can blast him multiple times.

## EPISODE 8 THE WATERMILL FESTIVAL



You'll see the episode's Shine Sphere as you bring the biggest Wii U version in Gekko Beach to the cabin house on the dock. It's at the top of a scenic spot. Before you roll in to dunk, clear the way of all Red Coins. Watch a Dune Buggy under one to sprint flying. The watermill may pop if it hits obstacles, so roll it along the top path.

## PINNA PARK

The amusement park, which is tucked away on a small island at the tail end of Isle Delphinio, hides some scary line thrills and spills among its crazy rides. You'll see the man—or child, that is—behind Shadow Mario's mask, and be reunited with your dispo pal, Yoshi. Hang on for a bumpy ride.

## EPISODE 9 MARIEM-POWER APPEARS



At the start of Episode 9, Shadow Mario grabs Princess Peach and runs into the park. Follow them to the goal, where the villain will reveal his true identity: She's actually a mechanical Bowser. To fight the mecha behemoth, ride the roller coaster and the roller coaster—each let along the track—at the roller's head.



## EPISODE 6 RED COINS IN THE CORAL REEF

### 1. 2. 3. 4. 5. 6. Dive Deep on a Red Coin Hunt

You'll need to collect eight Red Coins in the coral reef that's just offhore. Six of them are tucked into the crevices of the reef. Hold your breath long enough to pluck each of them from the depths, but not so long that you lose too much oxygen.



### 7. 8. Finishing Opportunities to Nab the Last Two Coins

Schools of fish carry two Red Coins along as they meander about the reef. When a school passes near or through coral, the Red Coin it carries may wash into the reef. Follow the fish until they move to a more open area. You'll spot the coin again. Swim down and grab it before the fish swims to another tight spot.



## EPISODE 2 THE BEACH CANNON'S SECRET



Wario Mole operates a cannon outside of the park. Deflect him to reveal a secret level's entrance. Dodge the Bullet Bills that the cannon fires. Bombs ankle around the lawn—santa one with water to stop it, then for the blocks that bear a Yoshi's egg pattern—the egg blocks are stable.



**Run Gently-actly Right.** In the secret level, many blocks will take then pop back into a source for a short time. Cross such blocks carefully, and run for the blocks that bear a Yoshi's egg pattern—the egg blocks are stable.



**Leap Into the Known.** To access the final stretch of vanishing blocks, leap into the empty space above the blocks just before they disappear. Then run and jump down the stretch. Otherwise, you won't have enough time to reach the star.

## EPISODE 3 RED COINS OF THE PIRATE SHIP



**1. At the Hide Entrance** In Episode 3, you need to collect all eight Red Coins that are around the pirate ship. The first is easy to find—its at the entrance to the ride.

**2. On the Second Ship** A third Red Coin is similarly spotted in the tight path of the second swinging ship. Climb the near by plank tree to get a good vantage point for reaching the ship deck.

**3. On Top of the Caps** The elevated platform has a cage atop. Climb along the platform's underside to reach a treasure. Flip the cage's side trapezoid then climb onto the top of the cage to reach the coin.



**4. Under the Walkway** A series of walkways is near the ride. One can climb to the underside of one walkway. Grasp the two Electro-Koopa from below, then collect the coin.

**5. Under the Ramp** The seventh Red Coin clings to the underside of a ramp. Climb up the underside of the ramp. You'll pass under Electro-Koopa who walk the top side of the ramp but can't hurt you.



**6. The Elevated Platform** Another coin is on the underside of the elevated platform. To reach it, do a Spin Jump from the platform underneath it, then hover to the underside of the upper platform.

**7. Top of the Ramp** You will need to deal with the Electro-Koopa to reach the eighth Red Coin. Run up the ramp, jumping and hovering around the electrified circles, then collect the final coin.



**8. Yoshi Arrives at Gekko—It's Time to Roll!** When you return to Gekko, place with the star from Pinna Park's Episode 4, you'll see that Shadow Mario is running around with a Yoshi Egg. Shoot the Yoshi Mole repeatedly until he leaves the ship. To reach a Yoshi Egg, using Yoshi's power that he is running about. On future visits, you'll always find a Yoshi Egg on a reef in the southwest part of the pinna.

## EPISODE 4 THE WILDED SUNFLOWERS



What appear to be Yoshi Eggs are half buried in the sand outside of the amusement park. Spry one and it's true: a mutant page out of the sand—a pinkie, dotted turtle. The turtle will try to pounce on you. Dodge its blow to make the creature and let its back if it lands on the sand. Ground Pound the amiable turtle to discover it. When you destroy all of the turtles, the nearby sunflowers will offer you a star for your troubles.



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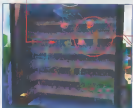


## EPISODE 5 THE RUMPTY FERRIS WHEEL



### Push the Electro-Koopa

When you encounter the first few Electro-Koopas, clear them first. Then your path begins proceeding through the section. Eliminate one by facing it from the other side of the fence, then pressing the B Button to smack it into oblivion.



In episode 5, you must stop the Ferris wheel from spinning too quickly. Start your quest by jumping up the backside of the Ferris wheel hill. Take a short cut up the platform—see—

Some suit then Walk-Jump off the left wall, then hover to the face of the blue fence.

## EPISODE 6 THE YOSH-GO-ROUND'S SECRET



If you bring an orange Yoshi to the table, you'll enter the secret level. Watch the Yoshi Egg, which is located near the cliff. Then, to make Yoshi orange, feed it the peapod that's hanging off the table face near the egg.

### Hop across the Floating Blocks



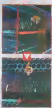
To cross the chasm, study the movement patterns of the floating blocks then hop across a series that will get you across. Move quickly—many blocks pass through holes that won't allow you to keep riding.



## EPISODE 8 ROLLER COASTER CARNOONS



To win the Shine Sprite in Episode 8, you'll need to speak to the roller coaster operator—who will offer you a challenge. You must pop all of the balloons surrounding the track as you travel. Fire one through a series of balloons to make the rest of your team and transporter.



### Swing with the Panels

To reach the uppermost blue fence, swing the great jewels underneath first. When the panels swing out, climb on. Then ride them as they swing back into place. You can then access inside face of the fence. Bash the Electro-Koopas off the fence, then return to the panels and spray them away. This time, climb up the panels to reach the outer side of the fence. Climb to the top of the structure, where a huge turtle is asleep on a trampoline. Hop from it and push the A Button to knock it off.



### Ride the Ferris Wheel

After you flip the turtle away, a Shine Sprite will launch into the air and land on top of the Ferris wheel. Jump onto a carriage and ride it to the top. Make this jump from the platform over the turtle's sleeping spot.

## EPISODE 7 SHADOW MARIO IN THE PARK



You can strong-arm a Shine Sprite out of Episode 7 by take down Shadow Mario, who can see the location in the amusement park. Each time you blast him, he'll run a long distance to his next sleeping point, so catch him multiple times at each spot.

### The Long Jump



After you ascend to the top of the orange blocks, you'll need to jump onto a block that rises and falls. From there, you must make a jump to some distant blocks. Wait until your block vector is at its highest point, then leap.

## SIRENA BEACH

It's beautiful, huge and haunted. And when the resort opens, first episode features one of the most innovative boss battles ever experienced. You know that you're in for a bizarre stay.

### EPISODE

## THE MANTA STORM



The manta ray will emerge from the sunset and float across the beach, diving into smaller manta rays each time you spray it. Each ray is electrified gas in its wake. It hits a manta ray and down to nothing before taking on another manta ray.



### EPISODE

## THE HOTEL COBBY'S SECRET



### Peegback to Grass

To reach the apex of sand blocks, cross the gap by bouncing across the backs of the flying omelets. Direct your rebound to land carefully.



### Put a Gallager



You can smash watermelon blocks in the level. If you're standing on top of one, Ground Pound the juicy block. If you're underneath one, simply jump up and bash your noggin on it to underbelly.



### Tackling the Sand Pile

To reach the Shine Sprite, you must cross a pile of sand blocks. Don't go over the pile, since there's a gap at the top. Go around the side.

### HOTEL DELFINO, 1ST FLOOR



### HOTEL DELFINO, 2ND FLOOR



### HOTEL DELFINO, 3RD FLOOR



### HOTEL DELFINO, ATTIC



### EPISODE

## MYSTERIOUS HOTEL DELFINO

### Investigate the Sink



To solve the mystery, you must hatch the Yoshi Egg. You'll need a pineapple, and the only one is hidden in the hotel. Start your quest by investigating the men's restroom. Leap into the water, ascend wall to reach the second floor.

### Spray the Second Bio Info Being, Too



In the next suite, you'll find four twin tiny panels. After eliminating the Boos in the room, spray each panel until it flips to reveal a piece of a Bio picture. When the full Bioos showing, the panel will slide aside to reveal another room.

### Spray the Bio Info Being



On the second floor, next to the bed, you'll find a painting of a tropical island. Spray it with a water until it transforms into a portrait of a Bio. Leap into the painting—poof! Fall right through into the room on the other side of the wall.

### Solve a Makeshift Way to the Third Floor



In the suite where the pink chains float around, spray one so that it transforms into a pink platform just underneath the ceiling hole. Climb on the platform and do a Spin-Jump then power to ascend to the third floor through the hole.



## Map the Pirouette



All this to find a pirouette? You're almost there—blast the backdoor to reveal a door into the next room, then Ground-Pound the off-colored tile to fall into a second-floor room with crates. One of the crates contains the pirouette.

## Wave Yeah, Not Travel



Hit the egg on the first floor, then ride Yoshi to the room where two children are on a bed. Bounce on the bed while riding Yoshi to soar through a ceiling hole and reach the attic maze.

## Yoshi's Feeding Frenzy in the Music Maze



Once in the attic maze, navigate to the Shine Sprite using the map on page 87. When you encounter a flying, floating Blue blocking the way, Wave Yeah put it down. (What a large, strange trip it's been to collect the Shine Sprite.)

## 5 KING BOO DOWN BELOW



Enter the casino again, this Ground-Pound the purple spot on the roulette wheel to reach the King Boo boss fight. To defeat the head-hatch ghost, throw a red paper into its mouth, then while it's laughing fire—but another that it's game new. Repeat the force-feeding three times to defeat King Boo.

## SCURRING SIRENA BEACH



To earn the Shine Sprite, you must clear a huge amount of gas from the beach in three minutes. The best technique is to spray back and forth while running. You can also lob a water barrel into a pipe to wash away lots of it at once.

## 6 RED COINS IN THE HOTEL



To collect the eighth Shine Sprite, collect eight Red Coins within five minutes. The map on page 87 charts the coin locations. Ground-Pound the ball in the lobby to escape as the first, then head to the windowless room for the second. Reach the third on the second floor, then bounce on the second floor bed.

## 6 SCORRY FOR THREE MORE



Return to the bedroom by Ground-Pounding the tile you swamged from. It doesn't look different from the others, so take a series of the exact spot when you merge. Use the ghost-painting portal to find the 10-minute, then leave the room by a regular door. The fifth and sixth coins are in the second and third floor halls.

## 7 HURRY FOR THE LAST TWO



Reach the attic by bouncing on the purple bed, then head to the maze room where the last two coins are. Ground-Pound the floor tile, then spray the water in the nozzle below to find the room where the seventh coin is. Drop through the hole in the poster room to find the last coin.

## THE SECRET OF CASINO DEFIANT



The hotel has a second secret level hidden in its casino. In Episode 4, you can speak with the door guard in the hotel lobby to gain entrance to the casino. Blast each piece of a Bricks wall just until you fully reveal the Shine Sprite picture. Use a small, well-targeted bomb or water if you must turn a single piece. When the picture is complete, you'll discover a warp pipe.

## Don't Let the Colors Crash You



Midway through the level, you must get past several massive moving cubes. Leap over them as they pass, or get when there's a break between cubes. Then evade the cubes while waiting for the right time to keep to the rotating block.



## SHADOW MARIO CHECKS IN



Shadow Mario has needed his most useful tool: his shadow. He can blast him repeatedly until he falls down. The hotel's ghosts are pointed as deadly Shadow Marios. The real villain is holding his usual weapon. The decoys are harmless.

## SECRET INSIGHTS FROM THE VOICE OF MARIO!

Back in March, Nintendo Power was invited to sit in on a voice recording session for Super Mario Sunshine and Mario Party 4. Specifically, we were there to listen to Charles Martinet, the hilarious actor who's performed Mario's voice—and other Nintendo voices—for over a

decade. After the session, we sat down with Charles to learn more about the man behind the voice. The experience was slightly bizarre, since Charles transforms into a wide variety of characters as if there's a Mario Party raging inside his cranium.



NP: When Nintendo calls you into action as the voice of Mario, how does that process begin for you?

CM: When I get the call, I'll start listening about how it might be fun to do this or that, and I'll wonder if I'm going to be flying, and wonder if I'm going to... [Charles breaks off into Mario's voice, slipping into character for the first of many times during the very strange interview.] WOO-HOO! WAA-HA! WHEE! HEET! HEET! I sort the things about what would make his voice even more exciting this time. Or how I could make something to do. Nintendo sometimes sends me a very secret videotape so I see a little bit of the made-up scene on what end of things Mario is going to wear, what kind of things he might be doing and what new motions are involved. Then I start thinking of fun sounds I'll match with a new power pack or wings or whatever new activity he'll be doing.



NP: What did you start thinking about when you saw Super Mario Sunshine's secret videotape?

CM: I started thinking about what would keep Mario's voice new, fresh and alive. And what we haven't done before in terms of sounds—when he picks something up and carries it in Super Mario Sunshine. What would be funny and amusing for that? [Charles answers himself by shifting into Mario's voice, grunting and snuffing exactly as if he's heaving a bunch of bananas in SMS.] I started wondering what sounds could be repeated thousands of times—if someone plays the game thousands of times—that wouldn't make them despise the character. The idea for me was to use a frustrated Mario voice. Oh, I can't stand that noise!

NP: When you're in the recording studio and doing so many things with Mario's voice, you deliver many variations on even the shortest lines. Tell us what's behind that process.

CM: I want to give Mr. Miyamoto and the game developers the chance to play as much as they want with the character. So I give them a large variety of sounds to play with. It's like I get to give Mr. Miyamoto colors to put on his palette for him to paint with. So my process is really about playing—and looking for all the different ways to vary the voice to make it more fun for Mr. Miyamoto to play with later on. For example, in the studio, when I'm watching Mario move on the monitor, I might see him run, then jump and then spin. And then maybe I'll do his voice

upon landing one time like [Mario, delighted.] Coooh! and Mario, under a sudden burden! Cooom! So that the first time—when he jumps, spins and landed—it was fun. But the second time: hah! So it's all about giving the designers a chance to have more to play with.

NP: Nintendo provides you a script, but how much of your performance is ad-libbing?

CM: Nintendo gives me a lot of freedom. We do every word of the script, and then we continue beyond the script so we can give Mr. Miyamoto as many options as possible. Very often, they love the playfulness that goes beyond the script.

NP: As the voice of Mario, yours might have become the first celebrity video game voice—and likely the most well-known video game voice in the world. How much of an impact on the industry do you think you've had?

CM: It's an amazing thing. The voice of Mario is heard in countless homes across the world every day. It's more homes than just about anything. Mario is a phenomenon. He started the whole thing, really. He was the first character where people said, "Oh, wow! That's Mario—that's a character!"

NP: And his exact personality is so well known. Most people we know here don't know Mario's voice or Mario voice—at one point or another. It's a pop-culture reference.

CM: That's right. That makes me happy. I really wanted people to be joyful and take life lightly. That was really my intention behind the way I did the voice. I really saw a character that can have fun while facing the trials and tribulations of this game—his life—and have it not tear him down or make him mean, hostile or vicious. It makes me happy if people are doing the Mario voice, and when they think of something happy—they go, [as Mario.] WOO-HOO!

In an upcoming issue, we'll continue our interview with Charles, as we talk about all of the characters he performs for Mario Party 4—and he gives us the inside scoop on how to get your own story in video game voice acting!



In Super Mario Sunshine, more massive seas still lie ahead before you head into the volcanic gas of Corona Mountain, where you'll stumble upon the most intense showdown ever found in a Mario adventure. And when you collect every Shine Sprite, you'll witness the ultimate end to Mario's quest. So pack another suitcase, because your trip ain't over by a long shot.







# CLASSIFIED INFORMATION

CODES THAT WORK. STRATEGIES THAT HELP. INFORMATION THAT YOU CAN USE.



ANIMAL CROSSING  
PINK ENCLOSURES—PAGE 98

Extreme sports titles dominate Classified information this month—from codes that unlock nearly everything in rival skating franchises to an insane list of Freekstyle cheats and the latest in cheats for the cheat-heavy NFL Blitz series.

**AGGRESSIVE ONLINE GCN**  
**ANIMAL CROSSING GCN**  
**FREEKSTYLE GCN**  
**NFL BLITZ 20-03 GCN**

**SMASHBROS'S REAL MACHINES GCN**  
**STAR WARS ROGUE SQUADRON II: ROGUE LEADER GCN**  
**TONY HAWK'S PRO SKATER 3 GCN**  
**YOSHIS ISLAND: SUPER MARIO ADVANCE 3 GCN**

## NFL BLITZ 20-03

### ▼ CODE BLITZ 20-03

THE 20-03 EDITION OF MIDWAY'S ACTION-PACKED FOOTBALL FRANCHISE ADDS A FEW NEW MOVES TO ITS CODE REPERTOIRE.

The NFL Blitz code system is a classic. It's so much of a classic, in fact, that there have been few changes since NFL Blitz 20-03. On an Exhibition or Season play matchup is loading, you can change the icons at the bottom of the screen by pressing the L, R and A Buttons. Finish by pressing the Control Stick in one of four directions (Up, Down, Left, Right). A message will confirm correct code entry. We reported most of the NFL Blitz 20-03 codes in Volume 159. The codes still apply to the 20-03 version. The following codes are exclusive to the latest game.

#### CHANGE RECEIVER SELECTIONS

When you're on offense, you can change the receiver selection scheme by pressing and holding the L Button. Instead of highlighting the selected receiver (for a B Button pass), you will select from three eligible receivers marked with button icons (in the shape of the B, Y and X Buttons). To attempt a pass, press the button associated with the desired receiver. The "Icon Auto Passing" code turns the new passing scheme into the default selection.

L R A	CONTROL STICK	RESULT
D D D	UP	ICON AUTO PASSING
D D D	DOWN	NO ICON AUTO PASSING



Press A, R, A and Up when the pass is loading to add button icons to eligible receivers as the default setup for every passing play.

#### UNLOCK NEW FIELDS

In addition to all of the NFL stadiums, the game includes some fantasy fields. After you input the "All Stadiums Unlocked" code, quit the game, set up a new matchup and scroll through the stadium list to find unlocked selections.

L R A	CONTROL STICK	RESULT
3 1 4	RIGHT	ALL STADIUMS UNLOCKED



After you unlock all stadiums, the Arctic Station and the Training Field will be among your choices.

#### CALL SECRET PLAYS

Before you hike the ball, you can call up a list of audibles by pressing the Y Button. Normally, the list shows the names of audible plays. If you don't want another player to see which plays you're calling, you can enter the "Hide Audible Names" code before the game to make the names.

L R A	CONTROL STICK	RESULT
3 1 4	RIGHT	HIDE AUDIBLE NAMES

#### PLAY AS "THE MAN"

The special characters for NFL Blitz 20-03 are identical to the NFL Blitz 20-02 characters that we described in Volume 159, with one addition. Create a new player profile with the name ZEMAN and use 1986 as your pin number. The player-controlled character will turn into a Green Bay Packer-inspired superstar who carries beverages in his hat.

#### TONY HAWK'S PRO SKATER 3

##### ▼ HAVE IT ALL

COMPLETE EVERY GOAL INSTANTLY FOR YOUR SKATER

Our contacts at Activision and NeverSoft have saved the best THPS3 cheat code for last. You can complete all level goals and earn a gold medal for every competition for a single skater with one code. Enter the Options/Cheats interface and key in NONEED2PLAY. A cash register ring will confirm successful code entry. You will discover that your pro has three gold medals and that every Career Mode stage is open. Start any goal completion level (not a competition)—a message will tell you that you've completed all goals. After you end the run, the message will appear again and additional messages will notify you about unlocked features. Every time you enter the code for a different skater and play a level in Career Mode, you'll unlock a move that is associated with the character and you'll also unlock a new playable skater, a secret level or a special cheat feature. If, for example, you start with Tony Hawk as your pro, you'll unlock a Tony Hawk move and Durti Hawk as a playable pro. Enter the code with a different skater; then play a level in Career Mode to unlock another move and Wolverine as a playable character. If you've been following our coverage of the THPS3, you know that the FREEKSHOW code unlocks all skaters. POPCORN unlocks all movies and MARKEDCARS unlocks all special cheat features (pause the action during game play to see a list of the unlocked cheats). We don't know of a code that unlocks secret levels, such as the Warehouse, inasmuch as you can unlock them by way of the NONEED2PLAY code. If you enter NONEED2PLAY for three different skaters then enter and end a Career Mode run for each character, you'll unlock the Warehouse. Enter the code for six different skaters to unlock the Burnside skate park and enter the code for nine characters to unlock Rowdy. You can select the unlocked skate parks in any single-event mode.

##### CHEAT

NONEED2PLAY

##### RESULT

COMPLETE ALL GOALS FOR SELECTED SKATER



Key in NONEED2PLAY as a cheat to complete all level goals for the selected character and earn three competition golds.



Each time you play and end a Career Mode run for a different character without completing all goals, you will unlock a movie and another feature.

#### STAR WARS ROGUE SQUADRON II: ROGUE LEADER

##### ▼ THERE IS ANOTHER ...

JUST WHEN WE THOUGHT THAT EVERY ROGUE LEADER CODE HAD BEEN REVEALED, LUCASFILMS SURPRISES US WITH ONE MORE.

Star Wars Bounty Hunter (previews on page 58) is not the only game in which you can be Jango Fett: Star Wars Rogue Squadron II: Rogue Leader has a jawbreaker three-part code that turns the Boba Fett version of the Slave 1 ship into the newer-looking, more-piety version that Boba Fett once fathered. Jango, pilots in Star Wars Episode III Attack of the Clones. You may be familiar with the game's double passcodes. After you enter one passcode in a pair, the passcode will disappear, as if it didn't register. After you enter the second passcode, an Ra-Da whistle will confirm correct code entry. To unlock Jango's version of the Slave 1, you must first enter the passcode pair that unlocks the "standard" Slave 1. You'll also want to unlock the 10 original missions, as the ship is not available until the second mission. Once you unlock the ship, enter the three-code combination that gives you the new version.

##### PASSCODES

170NTJ CLASSIC

P27AP53Y IRONSHIP

VVICRYP GN0002N JFETTSHP

##### RESULT

ALL 10 ORIGINAL MISSIONS

UNLOCK STANDARD SLAVE 1

UNLOCK JANGO'S SLAVE 1



Use the P27AP53Y passcode pair to unlock the Slave 1, then use the three-passcode combo that ends with JFETTSHP to turn it into Jango's Slave 1.



Bobas version of the Slave 1a war torn and faded. Jango's version of the ship looks newer and is brightly painted.

#### TRASH CAN TIP:

##### NINTENDO GAMECUBE

##### ▼ CONTROLLER QUARTET

When you hold the Z Button on the GCN Controller in the first slot and insert the console.

A tone beeping the when will replace the normal GCN start-up song. So what happens if you plug in four Controllers, press and hold all four Z Buttons and repeat the machine? A completely different theme, featuring trumpets and a triangle, will accompany the untidying letter G.





## ▼ WELCOME TO FREEKVILLE

## UNLOCK EVERY COURSE, RIDE AND TYPE OF GEAR, ONE PRICE AT A TIME

A raging list of freestyle codes comes to us this month from our contacts at EA Sports Big. The codes are individual cheats that unlock single elements. When you add them all up, they give you everything in the game. With the exception of the invisible bike code, the cheats work only in single events—you will have to earn victories the hard way when you're running through the Circuit. Select the Codes entry from the Options menu and key in any of the following codes. After you enter a working code, a "Valid" message will confirm correct code entry.

## INVISIBLE BIKE

Our first code is all about pure novelty, but it's the only one that works in the Circuit. When you key in SQUATTER and play any event, all of the bikes will become invisible. You'll know that the code has taken effect when it comes time to select your bike and you can't see it.

CODE	RESULT
SQUATTER	INVISIBLE BIKE



After you input the SQUATTER code, you'll notice that the bikes are invisible in both the rider selection interface and the event itself!

## TURBO-CHARGED FREEKOUT

Last month, we revealed the ALLFREEK code, which puts you in a permanent Freekout for individual events. This month, we present a code that fills up your Freekout meter with accelerated frequency and two codes that contribute to your turbo boost. Key in the turbo boost codes to blast off for more speed and to get bigger air off jumps. The code is a great way to practice tricks that take a long time to develop.

CODE	RESULT
GOINGNOW	QUICK FREEKOUT ACCUMULATION
HURRYUP	QUICK BOOST ACCUMULATION
LAZYRIDER	UNLIMITED BOOST POWER



Use the LAZYRIDER code to give yourself unlimited boost power and big air off every jump.

## UNLOCK RACETRACKS

The two default racetracks are Monumental Motoplex and Crash Belt. You'll unlock the others for single race runs after you reach them in the Circuit. Of course, you can cheat your way to them, too.

CODE	RESULT
BURNOUT	BURN IT UP TRACK
TOPGUNS	GRAND SWEEP GROUND TRACK
SPINEEYES	LET IT RIDE TRACK
LAUNCH	ROCKET GARDEN TRACK



When you're racing on the Burn It Up track, it pays to take the lead from the beginning. If you fall behind, you'll have to deal with Italian cheese that the racers in front of you trigger.



The Let It Ride track is packed with small jumps on long straightaways. Select a rider/bike combination that gives you excellent landing skills.

## UNLOCK FREESTYLE ARENAS

Freestyle events give you the chance to show off your ability to pull off tricks in quick succession. The Fed's Pine arena is available at the beginning of the game. Crash Pad and The Burbs become playable arenas after you peel through them in the Circuit.

CODE	RESULT
ONIMAHHA	CRASH PAD ARENA
TOLUTRSH	THE BURBS ARENA



Unlike the first two freestyle arenas, the Burbs arena does not feature a lot of monster ramps. Make your way up to the unfinished highway and jump from one short ramp to the next.

## CATCH A RIDE

Every rider in the game has one default bike and three unlockable bikes. Bikes not only contribute to a rider's stats, but they make certain tricks possible. Experiment with rider and bike combinations to get the stats and tricks that best suit your style of play—then hit the track and tear it up.

CODE	RIDER	BIKE
EYELIDRIPS	MIKE METZGER	BLOODSHOT
BIBBIFRAP	MIKE METZGER	NOCK OF AGES
SEVENTWO	MIKE METZGER	WIND RAGE
WHATEVER	BRIAN DEEGAN	MULISHA MAN
HIDEAWAY	BRIAN DEEGAN	HEAVY METAL
WOLFSKIN	BRIAN DEEGAN	SKINMARRER
OVENMUTT	LEEANN TWEEDEEN	HOT STUFF
STYLIN	LEEANN TWEEDEEN	TRINO SETTER
GOOGLER	LEEANN TWEEDEEN	SLUDGER
HERELAH	STEVEY BAW	AMORE
SPARKLES	STEVEY BAW	OSCO TECH
TYWONEONE	STEVEY BAW	2XI
SUPOLDO	CLIFFORD ADOPANTANTE	GUNE TINI
COLODRIO	CLIFFORD ADOPANTANTE	ISLAND SPIRIT
STONED	CLIFFORD ADOPANTANTE	HANG LOSSE
KICKPUTT	MIKE JONES	BEATER
HONKS	MIKE JONES	LIL DEMON
PLUNKER	MIKE JONES	FLUSHED
REKACCOL	JESSICA PATTERSON	SPEEDY
LIGHTWIN	JESSICA PATTERSON	CHARGED UP
TORNTAY	JESSICA PATTERSON	RACER GIRL
ALLSHOOK	GREG ALBERTYN	THE KING
PAT FOOT	GREG ALBERTYN	NAT ONAL PRIDE
NUMBER1	GREG ALBERTYN	CHAMPION



The third unlockable bike for each rider always offers the biggest boost in stats. Brian Deegan's Demoplat, for example, gives the relatively slow rider a top speed that will put him at the front of the pack.



Some tracks require specific bikes. If you want to pull off a Dragonly with Leeann Tweeden, you'll need her Trend Setter. Get big air, then press X+Y to perform the one-handed noisier!

## SUIT UP

As long as you have all the right moves, you might as well have the right look to back them up. Every rider in the game has a basic set of gear and two alternate sets that show off his or her personality. Your gear choice doesn't affect game play, but style does count for something.

CODE	RIDER	OUTFIT
HELLBOSS	MIKE METZGER	LEWD MAX
BOMBART	MIKE METZGER	ALL DAY TED-UP
BUFFALO	BRIAN DEEGAN	MUSCLE ROUND
SOLDIER	BRIAN DEEGAN	COMMANDER
THIRTYFIVE	LEEANN TWEEDEEN	FUN LIFE
SPEY	LEEANN TWEEDEEN	RED HOT
KISSGLAME	STEVEY BAW	PLAYING JAX
WINGS	CLIFFORD ADOPANTANTE	TINI
NOSLEEVE	CLIFFORD ADOPANTANTE	TANKIN IT
BABYBLUR	MIKE JONES	BLUE COLLAR
BOXXCARS	MIKE JONES	HIGH ROLLER
LAYERS	JESSICA PATTERSON	WARMING UP
NOTZONLY	JESSICA PATTERSON	HOOHEE STYLE
ELKODGUD	GREG ALBERTYN	SHARP UNISSER
COMET	GREG ALBERTYN	STAR RIDER



If you're playing a two-player game in which both players select the same rider, you should give the two two different sets of gear so you can tell them apart.

## FULL FIELD

If you're been following our Freestyle code coverage, you know the four codes that give you one of four unlockable riders. You can put all of the riders on your team instantly by entering FULLHOUS as a code.

CODE	RESULT
FULLHOUS	UNLOCK EVERY RIDER



While it may be fun to unlock the riders individually, it saves time to bring them all on board with a single code.



## ▼ VISITING HOURS

SPECIAL VISITORS SHOW UP IN YOUR VILLAGE ON SPECIFIC HOURS TO OFFER ITEMS, ADVICE AND ENTERTAINMENT. CATCH THEM WHEN YOU CAN.

You never know who is going to roll into your Animal Crossing town, but we can give you a few hints. Some special visitors show up once a week. Others appear randomly throughout the year. Officer Copper may tell you a day or two in advance that someone will be visiting your village, and he will alert you to his or her presence on the day of the animal's arrival. Every visitor shows up at a particular hour of the day and stays for a predetermined amount of time. Seek them out. Most of them will pass along, or sell, valuable items.

VISITOR	DAY	ARRIVAL	DURATION
JOAN	SUNDAY	6:00 A.M.	SIX HOURS
TOTAKEKE	SATURDAY	6:00 P.M.	FOUR HOURS
GULLIVER	RANDOM	6:00 A.M.	30 HOURS
REDD	RANDOM	6:00 P.M.	12 HOURS
WENDELL	RANDOM	6:00 A.M.	24 HOURS
GRACIE	RANDOM	6:00 A.M.	24 HOURS
SAHARAH	RANDOM	6:00 A.M.	24 HOURS
KATRINA	RANDOM	9:00 P.M.	24 HOURS



Keep up-to-date with Officer Copper. He'll tell you when some out-of-town visitors are about to visit, and he'll tell you when they have arrived.

## ENTER THE TURNIP TRADE WITH JOAN

You can set your clock by Joan. She shows up every Sunday morning at 6:00 a.m. and offers to sell turnips at a reasonable price. While you may not have a particular need for 10, 50 or even 100 turnips, you can make a boatload of Bells if you sell them in Tom Nook. Select the Other Things menu when Tom asks you if you need any assistance, then tell him that you want to sell turnips. Tom doesn't buy turnips on Sundays and he won't buy a batch that is a week or more old. Check with him over the course of the week and sell the turnips to him when he offers a good return on your investment.



You'll find Joan, a boar, wandering around town on Sunday mornings. Buy turnips from her, then sell them to Tom Nook during the week.

## TUNE IN TO TOTAKEKE

Guitar-lingering canine Totakeke appears as K.K. Slider for a concert at the train station every Saturday night. You'll find him there between 8:00 p.m. and midnight. When you talk to the musical mongrel, he'll ask you if you have any requests. If you don't tell him to play a specific tune, he'll pick one of his favorites. After he's done playing, he'll give you a tape of the tune. His repertoire is listed below. He'll play "K.K. Song," "Two Days Ago" or "I Love You" only if you request them.

## TOTAKEKE'S SET LIST

ALPHA K.K.	K.K. TITUS	K.K. SONG
CAFE K.K.	K.K. PARE	K.K. STYL
COMRADE K.K.	K.K. FOLK	K.K. SOUL
DJ K.K.	K.K. FUSION	K.K. SWING
GO K.K. RIDER	K.K. GUMBO	K.K. TANGO
I LOVE YOU	K.K. JAZZ	K.K. TECHNOPOP
IMPERIAL K.K.	K.K. LAMENT	K.K. WALTZ
K.K. ARIA	K.K. LOVE SONG	K.K. WESTERN
K.K. BALLAD	K.K. LULLABY	LUCKY K.K.
K.K. BLUES	K.K. MAMBO	MR. K.K.
K.K. BOSSA	K.K. MARCH	ONLY ME
K.K. CALYPSO	K.K. PARADE	ROCKIN' K.K.
K.K. CASBAH	K.K. RAGTIME	SINGER K.K.
K.K. CHORALE	K.K. REGGAE	SOULFUL K.K.
K.K. CONDO	K.K. ROCK	SURF K.K.
K.K. COUNTRY	K.K. SAFARI	THE FUNK
K.K. CRUISIN'	K.K. SALSA	TWO DAYS AGO
K.K. D & B	K.K. SAMBA	
K.K. GONG	K.K. SKA	



Take off for the train station on Saturday night and give K.K. Slider a listen. He'll play your requests. Just don't ask him to perform "Friendship."

## REVIVE GULLIVER

A seafaring gull named Gulliver washes ashore once a week, on random days. He'll appear at 6:00 a.m. and leaves at midnight. If you find him and wake him up between those hours, he will tell you a story about his life at sea then offer you an unusual exotic gift. None of Gulliver's 21 gifts are available anywhere else. They include the Tiger Bobblehead, the Mouth of Truth, the Compass and the Tokyo Tower. You can hold onto them as keepsakes or sell them to Tom Nook.



Gulliver will give you a gift after you find him on the shore.

## BARTER WITH REDD

When Crazy Redd is about to hit town, he'll send you a letter that notes the date and time of his arrival. You'll also learn of his imminent visit from Officer Copper. The exchange fee will set up a tent for 12 hours and offer to sell you items at outrageously expensive prices. Some of Redd's items are available at Tom Nook's store for a quarter of the price. Others will be available in Tom Nook's catalog only after you have purchased them from Redd. He sells a total of 67 exclusive items. They include the Amazing Painting (7840 Bells), the Backyard Pool (3,960 Bells), the Turquoise Dream (8,400 Bells) and three NES games.



Look for news of Redd's arrival, then go to his tent to buy overpriced items. The number of unique items that Redd has to sell will be high if you have paid attention to him when furnishing your house.

## WALLPAPER FROM WENDELL

A wallpaper-loving walrus, Wendell, appears for a full day on random occasions. Copper will clue you in on when Wendell will visit and where he will be staying. When you catch up with Wendell, offer him a fish. He will give you wallpaper. Wendell brings three different rolls of wallpaper with him on every visit. He has a total inventory of 18 varieties.



Give a fish, get a wall covering.

## FASHIONS BY GRACIE

Most visitors take the train to your village. Gracie, a giraffe, drives a stylish automobile. She'll ask you to buff her car. If you do a great job, she'll give you one of 29 original pieces of clothing. Add the item to your collection or sell it for big Bells.



When Copper starts to complain about illegal parking, you'll know that Gracie isn't down. Polish her car for a fashion reward.

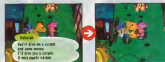
## TIPS

## EXCHANGE CARPETS WITH SAHARAH

Chic carpet saleswoman Sahara offers you an exclusive carpet in exchange for any roll of carpet and some Bells. During your first carpet exchange with Sahara, she will ask for 2,000 Bells in addition to the roll of carpet you're giving up. On subsequent transactions, her price will go up. Tom Nook won't offer you a great price for Sahara's carpets (considering what you will pay for them), so you should make sure that you want the carpet for yourself—not to turn a profit.

## SAHARAH'S CARPETS

ANCIENT TILE	CONCRETE FLOOR	SAHARAH'S DESERT
PARQUET FLOOR	DAISY MEADOW	SAND GARDEN
BOOKINGHAM MAT	LUNAR SURFACE	SANDLOT
CHESSBOARD RUG	MUSSEY CARPET	SIDEWALK
CLASSROOM FLOOR	MUSIC ROOM FLOOR	TROPICAL FLOOR
CLOSED ROAD	OFFICE FLOORING	WESTERN DESERT



Sahara appears in your town for a full day, on random occasions. If you give her a carpet and an equivalent amount of Bells, she will give you a rare and unusual carpet in return.

## LUCKY CAT KATRINA

A mysterious fortune-teller appears in your village periodically. Give Katrina 50 Bells for a reading. If she gives you a normal fortune, you can get another 50-Bell reading. If she gives you one of the special fortunes listed below, she will close up shop for the day. Some of Katrina's special fortunes have fortunate effects—they give you the chance to collect Bells or rare items at an increased rate.

## FORTUNE

LUCKY  
UNUSUAL  
LUCKY THINGS  
LUCKY MATERIALS  
UNLUCKY

## EFFECT

SOME VILLAGERS WILL TAKE A LIKING TO YOU  
VILLAGERS WILL ACT COLDLY TOWARD YOU  
YOU'LL EARN AND FIND MORE BELLS  
YOU'LL ACQUIRE MORE RARE ITEMS  
YOU'LL FALL DOWN MORE



You can keep paying Katrina 50 Bells for fortunes until she offers you a special reading. After that, you'll have to wait for her next visit.







YOU HAVE 60 SECONDS TO SAVE THE WORLD. GO.

You'll need a car, a very fast car, **tick** a V12 Vanquish with tons of gadgets,

enough gadgets, **tick** to help you blow up a space station, or jump out of a plane and **tick** stop a secret military force, before breaking into Mayhew's estate,

or, engineering a rooftop escape from Phoenix International's Tokyo office **tick** than exiting a burning gondola **tick** in the alps all in time to rendezvous **tick** with secret agents Zoe and **tick** Dominique

but don't pat yourself on the back **tick** too much because **tick** that was only one minute, and there are still 1,400 left in the day **tick**.

Sixty seconds of Bond's world. It's more than most people do their entire life.



Violence  
Suggestive Themes



PlayStation 2



ea.com



WHO NEEDS FRIENDS WHEN YOU CAN TAKE OUT THE SCUM OF THE UNIVERSE ALL BY YOUR LONESOME?



# TIME SPLITTERS 2



## GOT TIME FOR A STORY?

Last month, we gave you an in-depth look at the massive multiplayer options in TimeSplitters 2 for Nintendo GameCube, and this month it's time to take on Story Mode. The team at Free Radical has gone out of its way to create a game that can challenge even the most hard-core FPS lovers, but our tips are sure to help you win the day.

### STORY MODE

You have two options in Story Mode—you can either confront hordes of enemy forces as a solo mercenary, or team up with a friend to save the universe in tandem.

#### DIFFICULTY LEVELS



There are three difficulty levels in T2—Easy, Normal and Hard. Normal Mode is tough enough to make sweat break out on your forehead, while Hard Mode will probably leave sweat stains on your favorite couch.

#### COOPERATIVE MODE



If you want a bit of assistance in Story Mode, grab a buddy and start blasting. Some of the mission objectives change slightly with two players, but the input and enemy forces remain pretty much the same.



Violence

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## 1990: Siberia

Siberia is a cold, unforgiving environment under the best of circumstances, and it becomes even more forbidding when an alien army sets up shop. Infiltrate the military base and take out the mutant masses to save the day.

### LEVEL OBJECTIVES

#### MAIN OBJECTIVES

- 1 Deactivate the communication dish
- 2 Burn all evidence in the filing cabinets (N)
- 3 Take out the autoguns
- 4 Get the computer disk
- 5 Investigate the secret digging site
- 6 Restore Power—Added
- 7 Retrieve the Time Crystal
- 8 Destroy the Biohazard Container
- 9 Destroy the helicopter on top of the dam

### TOP OF THE WORLD, MA!



You won't reach the top of the dam until you've restored power to the elevators. This switch is far away, so you must fight your way back using the elevator. Once the elevator is on, watch out for flying zombies. If they reach you, run to the elevator.



Singers talk in the dums' upper floors. After taking out the first one, get some mines by dropping in from the roof of the small building. Use the mines to destroy the satellite dish on top of the communication building.



Your secondary objective is to burn evidence in two file cabinets. Open the cabinets, then use a Flame Thrower or Mine to blast the papers away. Since it's a secondary objective, you don't have to do it.



There are a pair of miniguns before you access the room to destroy power to the elevators. Destroy the guns with a couple of Mines. You can also use a gun if you're low on explosives.



The computer disk that restores power is made a mouthful of corn. Pick up the disk, then use your Shotgun to take out the living dead. One shot to the head is sufficient.



The boss of Siberia is an attack helicopter. Jump into a soldier's gun and start blasting as soon as the copier appears. Be sure to watch for four soldiers. You can launch rocks at all your foes with the 2 Button.

## 1932: Chicago

The seedy underbelly of Chicago in the 1930s is your next stop. Gangsters and gunmen hide around every corner, and fierce aliens await at the end of the level. Luckily, you have a trusty Tommy Gun (or two) to even the odds.

### LEVEL OBJECTIVES

#### MAIN OBJECTIVES

- 1 Drain the whiskey barrels (Q)
- 2 Prevent Tony's brother from escaping
- 3 Rendezvous with your informant
- 4 Protect Marco—Added
- 5 Obtain the High Tech Pass Card
- 6 Get into the club
- 7 Eliminate Big Tony
- 8 Retrieve the Time Crystal
- 9 Escape through the Time Portal

### AN EXCLUSIVE MEMBERSHIP



Big Tony's club is well guarded, so you'll need some extra firepower. When you enter the club, go behind the large vending machine for a second Tommy Gun. You can take out Tony and his henchmen in no time with this dual weapon.



Use your Vintage Rifle to snipe both gangsters and whiskey barrels. You can shoot through windows, though the sound may attract unwanted attention. If you shoot the barrels, we'll see the hatch doors out.



Tony's brother tries to escape in a car. Blast away by thug and get this Tommy Gun. When the car appears, stay in front and aim for the tires. It won't run over you, but thugs can shoot you if you attack from the side.



Once you're inside the building, look for Marco under the stairs. Use Marco's dynamite to blow the safe wide open, but don't stand too close or you'll have damage.



To enter Tony's fenced-off club, first call a cab from a pay phone. When you see the cab, approach the fence, wait for it to open, then slip inside. Use the taxi as cover while you take out the remaining bosses.



# 1895: Notre Dame

Notre Dame Cathedral may be a popular tourist destination in 2002, but in 1895 it was home to huge stone statues and sewer zombies. Or so it would seem...

## LEVEL OBJECTIVES

### MAIN OBJECTIVES

- 1 Make your way to the cathedral
- 2 Rescue the nuns
- 3 Retrieve the Time Crystal
- 4 Help the handbook escape with the nuns
- 5 Fight off the portal demons
- 6 Escape to the roof of Notre Dame
- 7 Eliminate Jacques le Mort
- 8 Escape through the Time Portal

## GET A LOCK ON POOR OLD JACQUE



The boss of Notre Dame is Jacques le Mort. When you reach the roof, move slowly and plug away zombies and above you see. Once Jacques awakens, use the Shotgun. Fire shots and avoid being shot—do not draw his gun.



When you reach a point filled with wire barrels, go easy. The foot at the far end of the room will explode, and flaming circles will come through. Aim for the head or help and let the guards burn themselves out.

When rescuing nuns, it is important not to let them get cornered by zombies. Free the ladies by running up to them and pressing the A button, then stay close until they escape. Concentrate on one prisoner at a time.

Four undead priests are waiting in the main cathedral. Sneak up on them, then shoot them while their backs are turned. The Time Crystal is carried on a pedestal in front of the priests.

The last mission is hanging from the ceiling. Once you've finished, run back down and stand next to her. Her boss friend, a handbook, will help protect her. Last turn do the work—fire only if a zombie is about to reach the girl.

The Portal Demon is a ghost that can't be killed. From this point, you can't see the demon. Watch out for him to follow her before you proceed. Use the sword security camera to learn her access code.

# 2280: Return to Planet X

The chumping techno music of Planet X is just the thing to get you ready for a huge fight. There are two different alien breeds on the planet, and while they have each other, they hate you even more. Let them fight each other whenever possible, but never let your guard down or they'll turn on you next.

## LEVEL OBJECTIVES

### MAIN OBJECTIVES

- 1 Make your way to the beach
- 2 Repair the beach attack
- 3 Locate the crashed UFO
- 4 Fight off the UFO raid
- 5 Shoot down the escaping UFOs
- 6 Watch out for the ambush
- 7 Retrieve the Time Crystal
- 8 Escape through the Time Portal



The Time Crystal is inside a UFO. When you try to retrieve it, powerful aliens will appear and launch lightning at you. Grab the crystal as quickly as possible, then run for the portal. If you're cornered, use grenades to break free.



The Sea-Finians' first laser beam is that is not off walls and other surfaces. Use the gun to shoot around corners and take out enemy soldiers with ease.

When aliens storm the beach, it's time for a bigger gun! Hop into one of four stationary cannons and shoot away. Take out large groups of fans by firing rockets with the Z button.

When fighting off the UFO raid, the safest place to stand is underneath the ship. Once the UFO fires lasers at the attackers, you don't want to get fired by accident.

There are two anti-air guns that you can use to shoot down the UFO. Take the gun on the left, then aim for the horizon just above the mountains. Keep firing—you have infinite ammo.

Just before you reach the Time Crystal, a door will open in the ceiling and reveal attacking aliens. Use the So-Finians or grenades to reach them before they can reach the crystal.

# 2019: NeoTokyo

Health and secrecy are required to compete in the world of NeoTokyo. The first part of the mission requires you to follow a target without being seen, but the second is a good old-fashioned shoot-out.

## LEVEL OBJECTIVES

### MAIN OBJECTIVES

- 1 Follow the hacker to the research facility
- 2 Get the access code
- 3 Gather evidence at TimeSplitter research
- 4 Upload evidence to police server
- 5 Turn off the TimeSplitter machine
- 6 Retrieve the Time Crystal
- 7 Escape through the Time Portal

## TO THE ARCADE!



The Time Crystal is located in the arcade, and it's well guarded. After you sneak into the police, run for the arcade. If you see him, an old man will help you. You can find him down a side corridor, short near the arcade.



Don't let the hacker wave your sight, but don't get too close. Use the uplink to see camera activity. Once you know the level well, you can simply jump off the monitor, run to the headset and wait for the hacker to arrive.

Wait for your target to drop a fence line, then duck into the room then ahead. Watch out for her friend—wait for her to follow her before you proceed. Use the sword security camera to learn her access code.

Once you find a camera in your shot, use it to take pictures of blueprints and an experiment. To get through the secret project room, save yourself some trouble and take them out BEFORE you send the info.

There are two mugs mounted to the ceiling inside the headset. Once you download the info to the police, they will become active—save yourself some trouble and take them out BEFORE you send the info.

To shut down the TimeSplitter experiment, sneak into the room and throw the switch on the right-hand side. Dodge the lighting bolts that the alien fires, and be ready for an ambush as soon as you exit the room.

# 1853: Wild West

So, this is how the west was won! You'll need the sharpshooting skills of Annie Oakley and the mean attitude of Clint Eastwood if you want to leave town alive.

## LEVEL OBJECTIVES

### MAIN OBJECTIVES

- 1 Destroy the wanted posters of Remona (3)
- 2 Rescue Remona from jail
- 3 Rescue the escaped in burning barn
- 4 Eliminate the colonel
- 5 Retrieve the Time Crystal
- 6 Escape through the Time Portal

## RIDING THE RAILS



After you open a path to the Time Crystal by working the security mask, walk on the tracks and enter a code. When you get the crystal, enemies will appear—run past them, then jump to a lower platform and find the portal.



There are five wanted posters scattered throughout the town. To get them, walk up to them and grab the A button. Don't let the guard on the police make the mistake—it's at the end of the bar.

To free Remona from jail, push the dynamite cart next to the cell wall. Use the TNT Powder to create a trail from the cart to the wooden crates in the corner of the yard. Shoot the crates, then stand back.

An aggressive cowboy is trapped in a burning building. Take a moment to save her. Shoot the underside of the wooden barrels to put out the flames and become a hero for a day.

The colored and his men are tough fighters, but do watch for a pair of Gatling Revolvers. Ignore the ranch man and run after the colonel. When you get close, open fire with both barrels.

The switch house contains a lever that will move the railroad tracks. No matter how far you pull the track and let the rail end on the ground. When you get close, open fire with both barrels.



# 1972: Atom Smasher

A dashing secret agent (no, not Bond) is being held inside a madman's island fortress. You must convince scientists to deactivate five bombs, then eliminate the evildoer himself. Time is short, so move quickly.

## LEVEL OBJECTIVES

- MAIN OBJECTIVES**
- 1 Escape the laser chamber
  - 2 Activate the reactor
  - 3 Deactivate the bombs (5)
  - 4 Put out fires to open doors
  - 5 Use a magnet to grab a bomb
  - 6 Retrieve the Time Crystal
  - 7 Eliminate Khallos

## DON'T BE COLD AND KHALLOS



The boss, Khallos, attacks with acid machine guns and is backed by a nasty alien plasma. Shoot Khallos. Then run into the reactor room and disarm three switches. After the reactor is online, run for the portal.



Use the level's alarm—use security guards to make the reactor deactivate. Then use the guard to clear the hallway of guards. Make sure that you deactivate the guard before you leave the room.



Though you're a wave guy, you don't have the smarts to deactivate a bomb. Turn on a scientist near each bomb, however. Clear a room of enemies, then speak to the techs to make the bomb harmless.



Some doors won't open until a nearby fire is out. Grab a fire extinguisher from the wall. There are lots of them, and spray the fire until it's out. Don't stand too close or you'll catch on fire as well.



One bomb is in a cart that is moving back and forth. Activate the camera, then use the Control Stick to move a magnet until it's over the bomb. Pick up the bomb, then drop it in the bin to the right.



At one point, you have to cross a pipe that is leaking steam. Wait for the steam to subside before crossing the pipe. When you reach the other side, let the fire alarm to activate the sprinklers and clear a path.

# 1920: Aztec Ruins

This is no jungle boogie. It's a terrifying tropical land that's filled with some golems, angry natives and a whole bunch of fast, mean, angry, frustrating killer monkeys.

## LEVEL OBJECTIVES

- MAIN OBJECTIVES**
- 1 Eliminate Jungle Wild Spirits
  - 2 Solve the pillar puzzle
  - 3 Open the temple doors
  - 4 Find the Lost Temple
  - 5 Defeat the Golems
  - 6 Retrieve the Time Crystal

## GROUND THE GOLEMS



When you reach a bridge, use the stile to shoot the Death Masks. You must shoot them when you see their glowing red eyes. After that, use the Grande Launcher to blow a trio of Stone Golems back to the Stone Age.



You can light crossbow bolts on fire by picking the crossbow that has a torch in either hand. The crossbow can hold only four bolts at a time. Drop the fire oil, you must light the weapons on fire.



Pillars present a puzzle in the Aztec Ruins. You must turn the pillars so that each symbol is facing the same symbol on the other side. The symbols must match on every side that faces north or fire.



After you pull the switch to open the hidden temple, you must pass through a giant set of ground-hurling monkeys. They are both fast and accurate, so your best strategy is to run past them.



You need to find another switch to open the lower maze of the hidden temple. Natives will take pictures at you as you can run. Try to eliminate them from a distance—then can load multiple bolts up close.



Small golems must fall through the floor. Find a large, discarded pillar on the floor. Then feed a smaller one nearby. The small ones are stronger than the open large power. Leads golems to the trap, then game.

# 2315: Robot Factory

The Robot Factory is the hardest area in the game. The best strategy is to keep moving at all times—a moving target is harder to hit. You can also take the opposite approach and sneak through the factory, taking out one bot at a time.

## LEVEL OBJECTIVES

- MAIN OBJECTIVES**
- 1 Use grenades and rocket shots at robots
  - 2 Gain access to the inner processing area
  - 3 Locate and collect the Electro Box
  - 4 Overload enemy robots with the Electro Box
  - 5 Use Red Guns to deactivate bots
  - 6 Find the factory core
  - 7 Deactivate the last node and prepare for a fight
  - 8 Defeat the Machines
  - 9 Retrieve the Time Crystal

## SOMEONE CALL A MECHANIC



The Mechanic is a robotic mutant who controls a giant robot. Use a charged-up Electro Box to deactivate the bot. Stay on for safety from him as possible—the robot has lots of about and a variety of attacks that can destroy you in one hit.



Factory robots pop out from behind objects and attack. Lay down a steady stream of fire and launch a few grenades to put them in their place. If you can find the So-High-Guns, try shooting around corners.



Before you can move deeper into the factory, you must extend a bridge to the other side. Use the armor and grenades near the extended bridge—take them both.



There are a number of devices called "Nodes" inside the factory. Use the Electro Box to lock down each one, then prepare for an ambush. Note: The Electro Box is a great weapon to use on robots.



If you can take control of a Red Gun, use it to lead enemies in to an area, then shoot them all at once. Red Guns are also a good way to see who or what might be waiting around the next corner.



After destroying the last Node, you'll know a massive fight is on your hands. Stand back and use the Rocket Launcher or Electro Box to deplete their health. There is armor on the lower level, but it's hard to reach.

# 2401: Space Station

Escaping from a self-destructing space station should be a walk in the park after the Robot Factory. If you can make it out before the ship blows, consider yourself a TimeSplitters master.

## LEVEL OBJECTIVES

- MAIN OBJECTIVES**
- 1 Activate the self-destruct sequence
  - 2 Make your way to the elevator
  - 3 Get the sword suit and shield
  - 4 Shoot down the TimeSplitters's ships
  - 5 Escape from the space station

## FIGHTING IS NEVER A SOLUTION



Though some fights are unavoidable, you can skip a lot of them if you use your wits. On your way to the escape ship, you must take a lengthy air-center walk. The game has a trick—it's just a long way to the bottom.



You can find armor and grenades on the second floor. Once you have them, head for the main computer and activate the self-destruct. You will start a countdown timer, so get running.



Exit aliens occasionally pop out of the woodwork and attack. Press necessary switches as fast as you can, and engage in a fire fight only if you're cornered or waiting for an elevator to arrive.



After you exit the elevator from the second floor, turn right to get more armor and an invulnerable suit. Once you have the suit, head left and out the airlock. Don't worry, the suit will protect you.



Planet X isn't the only place to shoot down UFOs. You must take out an attacking enemy fleet or your escape ship will never make it getaway. The better your ship, so-called, the singes as fast as you are able.



The final leg of the trip will have you dodging and weaving to avoid a trap line. If you have time, shoot out the guns. If not, avoid them as best you can. Pick up the oxygen in the lower level for you know.



## COOPERATIVE STORY MODE

While most of the missions remain largely the same in Co-Op Mode, your strategy will be very different. Talk to your partner often and don't be afraid to take a brief break to plan out strategy.

### 1990: SIBERIA

#### Snipe Hunt

Scene contains extra re-entrant sentry guns when you play in Co-Op Mode. While one player runs to grab the missed computer disc, the second should use the guns to play wayward zombies.

### 1972: ATOM SMASHER

#### Simply Smashing

The Atom Smasher level is perfect for multi-player action. In the initial levels, have one player guard sentries while the other blasts balloons. At the end, one can take out Khailos while the other switches the reactor.

### 1932: CHICAGO

#### A Barrel of Fun

Sometimes, enemies will sneak up on you while you're doing something else. While one player accomplishes small tasks such as shooting whiskey barrels or calling for the food, the second player should stand sentry and cover his or her back.

### 1920: AZTEC RUINS

#### Where Does This Door Go? Nooooooooooooo!!!!

It's easy to send players plummeting to their doom when you have help. One player can lead the creatures to the treedoor, while the other sounds out the triggers. Don't drop your friend down there!

### 1895: NOTRE DAME

#### Blasting the Guardian

A little cooperation can go a long way. When fighting the portal guardian, assign one player to focus on the stone beast while the second player takes out approaching robbers.

### 2315: ROBOT FACTORY *NP*

#### Get Your Factories Straight

The good news: The Robot Factory is easier with a friend. The bad news: It's still really hard. Run into with guns blazing and hope that both of you can walk out alive.

### 2280: RETURN TO PLANET X

#### Two Guns Are Better Than One

You'll have a better chance of shooting down incoming UFOs if both players aim an energy gun. The player on the right should watch for gun battles the robot turrets, while the one on the left runs over to the robot.

### 2401: SPACE STATION

#### Room for Two?

If you keep up with the person in the lead, you should be fine. Make sure that both players play in a synchronized suit before fighting off the invading aliens, or you'll have a bad surprise when the airlock opens.

### 2019: NEO TOKYO

#### Sneaky Spies

You'll be very happy talking a friend when trying to rescue him from Neo Tokyo, but it can be a walking around difficulty. Since only one player has the Temporal Updater, you'll need to keep it busy and let your buddy know where you followed back.

### 1853: WILD WEST

#### Bait Me Out!

At the beginning of the Wild West area, one of you will be free while the other is in jail. Release your friend from the hogcage the same way you freed Francis in single-player mode. Then join up and eliminate the colonel and his men.

## EXCUSE ME, DO YOU HAVE THE TIME?

Can you believe we've covered TimeSplitters 2 for three months and we STILL haven't told you everything about the game? If you're looking for a great first-person shooter with loads of multiplayer options and plenty of hidden extras, look no further than TimeSplitters 2. 



Join Mega Man's pal Zero—repaired from the Mega Man X series—in his first action adventure for the Game Boy Advance video game system. The mission: capture your adversaries and bring an evil scientist down to the power of a new rapid energy. Fast and not ultimate defeat. Are you ready to join the most challenging Mega Man game yet?



Violence

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# The Crossing Guardian

Keep up-to-date at [www.animal-crossing.com](http://www.animal-crossing.com)  November

## Mystery Meet 'n' Greet at Harvest Fest!

Always on the lookout for ways to make holidays more flavorful, Tortimer has used his mystical powers to bring a superspecial guest to the Harvest Festival this year. The Crossing Guardian wonders who the visitor could be and hopes that Tortimer has made a tasteful choice. Get ready to feast with the big guest on November 28. 20x/11



### Mayor Seeks Silverware

The banquet is the centerpiece of the Harvest Festival, and Tortimer has his work cut out for him. It's the biggest gobblefest that the mayor has helped organize. Since the big day is usually a total zoo—nothing draws a crowd of animals like free food—Tortimer's getting ready for the big day by collecting silverware. *—Tortimer*



## Crazy TV Prices at Redd's Market!



Need a wide-screen TV? Come on down! No one sells 'em cheaper!

## Warm Fuzzies for Local Officers

Does Officer Copper ever take a donut break? Ever not have a map for visitors passing through town? Ever slouch? Not Copper—and The Crossing Guardian would know. We get all of our dish from the loyal dog. And does his sidekick, Officer Bookie, ever question us when we stop for free at his last and found? Never! Show your appreciation of our hunk-in-bias on November 11, when we'll celebrate Officer's Day at the Whisking Will. You'll be glad you did your duty.



## Dog Jams a Howling Success

Are things too quiet around the house? Step out and see the wandering woodfiner, K.K. Slider, who opens his yep on Saturday nights at the main station. He's gotten raves from red-d fans all over the map. Poodle from Puddle wester, "You gotta request The K. Funk from K.K. You'll be yelling, 'Get down, dog!'" Whatever kind of tunes make you bay at the moon, Slider sings it, whether you two-paw to country or shake your tail for technopop. The word on the street? K.K. sends you off with more than a spring in your step. *—K.K. Slider*



### Ready for Chip's Dip?

Break out your bobbers and fire up those fishing poles—the Fall Fishing Journey is back for the month of November. Every Sunday, the lushest beaver ever, Chip, will be down at the lake, eager to measure all the bait that contestants can catch. If you happen to rub out the largest baits on a Sunday, you'll win a special prize from Chip. Every Sunday, the bush-toothed host will have more prizes to give away, so keep on anglin'!



## SALE DAY ON THE WAY!

Grab bags. Good deals. Tom Nook's. Nov. 29.

What has one leg and two hands and is made from only the best parts? THE HARVEST CLOCK!



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**THIS MONTH, THE SPORTS REPORTS LOOK AT SEVERAL WINTER SPORTS GAMES AND ONE THAT RECALLS SUMMER'S FADING MEMORY.**

115

**HOCKEY**

**NHL HITZ 20-03**  
NHL Hitz 20-03 includes major hits, better graphics, and new game play. New minigames, funny cutaway videos, and 24 new franchises (including the NHL) are included.

116

**RACING**

**NASCAR THUNDER 2003**  
**SPIN CHALLENGE**  
**ANDREWS CHALLENGE**  
**RACING**  
Racing fans can choose between an ultra-realistic NASCAR game and a special-angled, fantasy F1 racer.

117

**KNOCKOUT KINGS**

**ROCKY**  
Enter the ring as your favorite pugilist from the past or present, or do your best to take an impersonal hit as you guide Rocky against fictional fighters.

120

**FOOTBALL**

**NCAA COLLEGE FOOTBALL 2K3**  
Sega updates its NCAA football franchise and offers more of what fans of the series like—easy play calling, elaborate on-field schemes and deep college leagues.

121

**SURFING**

**KILLY SLATER'S PRO SURFER**  
Cool tricks, groovy music and a range of real pros make Pro Surfer a welcome addition to the GCM's growing library of extreme sports titles.

122

**BASKETBALL**

**NBA 2K3**  
Sega's newest offering in its NBA series boasts more than just updated teams. The title includes several significant improvements in game play.

**HOCKEY**

**NHL HITZ 20-03**

Midway updates its Hitz series with much smoother game play, lots of fantasy arenas and franchises, six fun minigames and a new hockey school. And the hits are so hard that they almost hurt.

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ESRB  
E  
Everyone

Violence

## GET TIPS, SKATE HARD, KICK BUTT



Before you take to the ice for a full-on, four-on-four brawl, you should master the basics of the game. Spend some time honing your skills in the new Training Mode, which is "taught" by the NHL's winningest coach of all time, Scooby Bowman. Then try your hand at playing a range of NHL, national and fantasy teams in Franchise, Season and Tourney Modes.

## MINICHALLENGES



The game is just like hockey. Get three in a row while blocking your opponent's shots.



Own the ice requires you to play keep away and gives you a chance to practice your skating skills.



It's all about old-time, smash-mouth hockey—only with a shark, an alligator, a bull and a knight.



Keep away—the name says it in. Use checks and backs to regain the puck when you lose it.



Skate right, skate left, spin—shoot! When goal-tending, wait until the last moment to commit.



Make crisp passes and fire as soon as you're open and beyond the shooting line.

## THROW DOWN



When a player takes a cheap shot at an opponent off course the gloves. NHL Hitz 20-03 puts you right in the middle of the action. Go in to up-bow you and your opponent for both end up in the penalty box. Punch high, punch low and push for extra damage.

## AS SMOOTH AS ICE

The only thing missing from NHL Hitz 20-03 is a Zamboni race minigame. If you get tired of playing actual teams on realistic-looking, buttery-smooth ice, try your hand at roller hockey on a game ship—using undead or clown skaters. The game offers a dazzling range of matchups, venues and options.



HOCKEY





## NASCAR THUNDER 2003

NASCAR racing is all about tradition, personalities and, of course, the cars. NASCAR Thunder 2003 has plenty of all of the above—with more than 75 drivers, 125 cars and 23 Winston Cup tracks. There are six new road courses, a superspeedway and some historic surprises.

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## THE MEN AND THEIR MACHINES



Lightning Challenge Mode includes more than 30 driving scenarios from real NASCAR events—all of them affected the outcomes of actual races. Your goal is to rewrite the course of history and make it to victory lane. The challenges not only teach various driving skills but include instructive and frequently humorous film clips of the drivers who were involved with the real-life races.

### LIGHTNING CHALLENGE MODE



Race as Jerry Nadeau and try to conserve enough fuel to take the checkered flag at the NASCAR 500.



Race as Casey Atwood and try to find off Bill Elliott to secure victory at the Homestead 400.



Battle w/d Dale Jarrett to help Ricky Craven win the Old Dominion 500 at Martinsville Speedway.



Help Ryan Newman get from the back of the pack to the top of the heap at Lowe's Motor Speedway.



Driving as Jeremy Mayfield, avoid a near-certain smashup at the Pantex Excitement 400.



Drive as Mike Stonner and avoid damage at Talladega. Complete a lap accident-free to finish the challenge.



Hold off Dale Jr. and Jimmie Johnson to earn victory for Tony Stewart in the MSN America 500.



You've got worn tires. Jeremy Spencer is in front of you and Ricky Rudd behind you. Wait for Kurt Busch.



Pass Ryan Newman and help Johnny Benson cruise to victory at The All-Star Sprint at Lowe's.



Hold off Jeff Gordon in Atlanta to secure Kevin Harvick's first career NASCAR win.

### RACE LIKE THE PROS

In addition to the Lightning Challenges, there's all the strategy and racing that you'd expect from an EA NASCAR sim. Learn the various tracks' layouts, make pitstops when necessary and tweak your car's handling and engine—all while putting together a winning racing season. The game's sound effects and multiple camera views will make you feel like you've joined the circuit.



## SPEED CHALLENGE: JACQUES VILLENEUVE'S RACING VISION

Imagine F-1 racing in the not-so-distant future—Ubi Soft has done just that in Speed Challenge: Jacques Villeneuve's Racing Vision. Race across exotic landscapes, all the while keeping the pedal to the metal.

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## GO FAST, DON'T CRASH



This game is about one thing and one thing only—going fast. Cornering is key to completing blazing runs, since striking obstacles will slow you down and drop you out of contention quickly. Practice cornering and learn how best to take each curve on each race course—and don't be afraid to use your brakes. Also, drifting behind other racers will give you a big boost.

### TAKING TURNS

It's not necessary to brake at every turn. Study each curve and take one of three tactics.

### FULL ACCELERATION

You can take these turns at full speed. Follow the dashed line to achieve the best path through the corner.

### NO THROTTLE

Ease off the fuel just before the turn and then hold with no brake or gas. Freely fly the gas when you exit.

### BRAKE & TURN

You must take the correct line and brake hard just before the turn—then accelerate around the corner.

### ANATOMY OF A TRACK

The turns are shown below and numbered according to the order in which you'll encounter them. Check out the info to the left on how fast to approach each turn. The dashed line indicates the best route to take when racing Haven Car.



### AUSTRALIA

### AROUND THE GLOBE AT 300 KM/HR

It's not about realism. It's not about managing a racing team. It's not about playing as your favorite driver. It's about speed. Speed Challenge: Jacques Villeneuve's Racing Vision takes Formula One racing to scheduled for release in Canada some time early next year. It's the first GCN Canada exclusive!



RACING









## NCAA COLLEGE FOOTBALL 2K3

Saga updates its college football franchise with a game that offers much of what fans of the series love—an easy-to-use play-calling scheme, smooth game play and a deep list of Division-I teams.

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### HEAD BACK TO SCHDDL



NCAA 2K3 nails the atmosphere of the college game—with real fight songs, actual stadiums and plays that vary according to each school's strengths and weaknesses. The game's sim mode gives you a chance to build a legacy of excellence.

### PRETEND YOU'RE BEAR, BOBBY OR JO-PA



In Legacy Mode, you don't play games—you lead a team through a multi-year dynasty sim.

Each season, players will leave your team—either they'll graduate or head to the NFL.

Before taking on the coin position, scout out your opponents' best players. See how you match up.



Recruits are ranked from A to F. The lower they are ranked, the easier it is to get them on your team.

At the weight room, hard flex you even get to train your players in various areas, like strength.

After each season, see how you've done. It takes a few years of coaching before your team's good.

### NEXT LEVEL



When your favorite players graduate, don't despair. NCAA 2K3 gives you the option of transferring a player from the college game into NFL 2K3. Now, you can follow players from the time they're high school students until they're playing in the Super Bowl.

### ARCADE BRUISER AND THINKING-MAN'S SIM

NCAA 2K3 gives you the full college football experience. Land hits and complete passes as you guide your favorite team through realistic games in Franchise, Journey, Exhibition and Season Modes. Then take your program's reins and build a successful winner that would make any school's boosters happy.



# FOOTBALL



## KELLY SLATER'S PRO SURFER

Acetrisium brings surfing to the GCN with a title that looks great and captures the sport's mellow, positive vibe. You'll learn new tricks, unlock boards, travel the world and build the career of nine real-life pros.



Mild Lyrics  
Mild Violence

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### IF EVERYBODY HAD AN OCEAN...



Whether you were raised on the North Shore or in northern Kansas, you'll quickly master the latest extreme sports offering from the team that produced the original Tony Hawk's Pro Skater games. Start with the helpful tutorial. Once you've picked up the basics, you'll surf a number of venues—each with different breaks, scenery, challenges and weather conditions.

### CATCH A WAVE, CARVE A WAVE



As in many extreme sports games, you'll increase your score by linking moves, completing perfect barrels, slapping 180s and varying your routine. Stick face and air tricks to boost your Special Meter into the yellow—you'll perform special tricks for big points. Keep the break of the wave in mind when landing.

### ENDLESS BUMMER



Kooks and Barneys will often get in your way—some obstacles will require you to run over those folks. When a "T" appears on-screen, it's often time to target a human obstacle. Warning: An exclamation point will sometimes indicate that you'll need to take on something bigger—and harder—like the pier.

### JOIN THE SURFIN' SAFARI

Kelly Slater's Pro Surfer isn't simply another Tony Hawk wannabe. The developers have created a title with enjoyable, original game play that manages to recreate surfing's unique feel. From the sharp-looking opening movie sequence to the ambient sound track, the game will make you feel like you've joined the pro surfing circuit as you guide legends—such as Kelly Slater and Lisa Andersen—as well as future legends—like Bruce Lee—into the tube and through the juke.



# SURFING



## NBA 2K3

NBA 2K3 is so true to life that Chris Webber will often choke in the playoffs. (Snap! Yeah, we said it!) But unlike in the real NBA, you'll have to play tough "D" to rack up the "W"s.

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**MORE REALISTIC, MORE FAN-TASTIC**



## PIERCE THE DEFENSE



## A GYM RAT'S PARADISE



## BACK TO THE FUTURE

NBA 2K3 includes all the updated 2003 NBA rosters with full franchise and Playoff Modes. It also gives you the chance to play as the NBA's all-time greats. How would today's Lakers do against the best of the '50s, '60s, '70s or '80s? How would Oscar Robertson do against Kobe? Could Wilt "The Stilt" stop Shaq "Dinero"? NBA 2K3 gives you the chance to find out. Set up two dream teams of all-stars from several decades and play it to the hilt.



# BASKETBALL





## RUN FOR YOUR LIVES!!!

City officials call for a full evacuation after a sudden monster invasion destroys the downtown area.



COMBAT COVERAGE



Godzilla, 180 ft, 80 tons. Last seen headed north from the town center. Please call your local law enforcement agency if you are the suspect. Do not try to apprehend!

## Cities May Not Recover in Time

The world's metropolitan areas are in jeopardy. Hostile alien invaders have brought Monster Island under their command with sophisticated mind-

control rays. Choose and play as one of 11 classic monsters in Infogrames' brilliant Nintendo GameCube title and stomp into the melee action!



## ANOTHER SIGHTING OF ORGA

Pg. 128



## Prepare for a Fight

Alien UFOs hover over each city or area and drop power-up items. Walk into a power-up to activate it, and try to reach them before your enemy can. If you mess out on powering up your attacks and refilling your health, your opponent will gain the edge.



**Rage Power-Up**  
Enter Rage Mode with a Rage power-up to increase attack power. Press A + X to perform a rage attack.



**Energy Power-Up**  
Refill your yellow energy meter, speed up the rate at which it recharges and increase the ammo count.



**Health Power-Up**  
Regain some of your life with a Health power-up. These are no Health power-ups in Survival Mode.

## The Military Refuses to Aid Godzilla



Pg. 125

Monster experts' analyses suggest that Godzilla may be attempting to ward off the other monsters. The military refuses to support or comment on the hypothesis.

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Violence

infogramespower.com

## Metropolitan Battles Erupt

Monsters are terrorizing the downtown areas of major cities around the world in their battle for supremacy. The military is lending its aid in full force, using the geography of each city to its

advantage. Port cities have shut down, and the military has stationed fleets of ships to patrol the bays. Play through the game with each monster to unlock new monsters and areas.

### 1 The Military



The military is out in full force. A battalion of tanks and helicopters, heavily armed with artillery, laser beams and rockets, will try to stop any monster from destroying the city. Sometimes they scan their target.

### 2 Electric Fence



In an attempt to contain the monsters, the authorities have constructed electric fences. The fences glow green and hum with each high-voltage surge. Electric fences shut down and hamper monsters that touch them.

### 3 City Buildings



Buildings can act as a shield or a projectile. Circle around a large building to avoid an oncoming enemy attack, or pick up a small building by pressing A + B and launch it at your foe. Beware the military—the more buildings you destroy, the more the military will attack you.

## Location: Seattle, Washington

The Emerald City is under a monster attack. City officials urge the population of nearly 561,000 to evacuate immediately.



## Mothra, Friend or Foe?

Watch for the Mothra Aerokite power-up. When you activate the rare power-up, Mothra immediately appears in the sky and attacks every monster in the area, except the one who summoned the beast.

## Known Areas under Attack

The designers have recreated, with amazing attention to detail and accuracy, eight real and fictional venues from around the world. Every city has tiny details like working traffic and street

lights, building signs, moving traffic, variable temporal conditions and famous landmarks. You must unlock some areas in Adventure Mode before they appear in other game modes.



Seattle  
(North & South)



San Francisco  
(North & East)



London  
(London 2 & 3)



Monster Island



Tokyo  
(Tokyo 2 & 3)



Los Angeles  
(Los Angeles 2 & 3)



Osaka  
(East & West)



Mothership



# Current Monster Sightings



## Godzilla '90s

Godzilla '90s is a well-rounded fighter. While close-range combat is not its forte, Godzilla can swipe and kick a foe that gets too close for comfort. Godzilla's strength lies in its tail and range attacks. Strike with a Tail Sweep or back away and blast an enemy with an Atomic Fireball.



Tail Sweep -  $\downarrow + X$



Atomic Fireball - Tap Z



## Anguirus

Anguirus is relatively slow and cumbersome but has excellent defense, with its hard shell and spikes. Send enemies flying head over heels with a spiky Front Flip. Anguirus is a skilled close-range fighter. When a foe is closing in, knock it off its feet with a Tail Whip.



Front Flip -  $\uparrow + A$



Tail Whip - Tap X



## Megalon

The mecha-like Megalon is proficient in both close-range and long-range combat styles but a bit slow. Knock an enemy backward into a building or electric fence with a Double Kick to increase your attack's damage. Swipe an oncoming foe out of the way with a super Sluggo Kick.



Double Kick -  $\downarrow + B$



Sluggo Kick -  $\rightarrow + B$



## Gigan

Gigan is lightning-quick and powerful in close-range combat, while Gigan has difficulty facing flying foes, once an enemy is grounded. Gigan's flurry of blade strikes is devastating. Stun an enemy with a fiery Shotgun Burst, then finish it with a one-two-punch Spike Roll assault.



Shotgun Burst - Tap Z



Spike Roll -  $\downarrow + X$



## Godzilla 2000

The millennium made Godzilla stronger and faster. Godzilla 2000 remains strongest with its tail, but its slightly longer arms make it better at close combat. Punch enemies into buildings and other obstructions with a Double Hammerfist, then strike with Atomic Breath.



Double Hammerfist -  $\downarrow + A$



Atomic Breath - Hold Z



## King Ghidorah

The hydra-like King Ghidorah has both speed and the ability to fly on its side. Since King Ghidorah has no arms, it is vulnerable to close-range attacks—try to keep your distance from foes. Use a well-timed Triple Uppercut or Smash attack to have your enemies seeing stars.



Triple Uppercut -  $\downarrow + A$



Smash -  $\downarrow + A$



## Rodan

Rodan is best suited for quick air attacks and long-range combat. Rodan's defense is low, but the winged monster is very agile, which makes it easier for it to dodge larger, slower monsters. Keep your distance and zoom in with a Delayed Two-Fist Strike or an Overhead Wing Rake.



Delayed Two-Fist Strike -  $\downarrow + A$



Overhead Wing Rake -  $\uparrow + A$



## Mecha-Ghidorah

Mecha-Ghidorah's moves are similar to King Ghidorah's. With its high-tech armor and artillery, Mecha-Ghidorah is slower but has better defense. The armored beast can also fly, shoot missiles, and use its Absorption Shield. Beat enemies with a shocking Laser if they get too close.



Lasers - Tap Z



Absorption Shield - Hold Y



## Destoroyah

Destoroyah is one of the toughest monsters around and it is well suited for both close- and long-range combat. Because of its size, Destoroyah is a bit slow and can't fly, despite its large wings. Knock your opponent back with a swooping Dual Wing Rake or uppercut with a Hammerfist.



Dual Wing Rake -  $\rightarrow + A$



Hammerfist -  $\downarrow + A$



## Mechagodzilla

Mechagodzilla is the ultimate in state-of-the-art alien technology. Mechagodzilla's armored defense and mechanized attacks are second-to-none, but it is also very slow. Launch a Rocket Fingers attack at your opponents from a distance, or zap them with a blinding Plasma Uppercut.



Rocket Fingers - Tap Z



Plasma Uppercut -  $\uparrow + X$



## Friends Turn into Foes

Recent news from around the world indicates that enthusiastic groups of people have begun to gather and cheer the monster battles. While many citizens are baffled and appalled by

the strange show of support, it is rumored that underground fan clubs, where friends can act out monster battles on their own, are steadily rising in popularity.

### Versus (1 to 2 Players)



Battle one-on-one against the computer or a friend. Set the number of rounds and length of each round in the Options Menu, then choose your favorite monster and battle another from among the ones you've unlocked in Adventure Mode. To win, KO your opponent or have the most life when the timer runs out.

### Melee (2 to 4 Players)



Experience the ultimate monster battle royal with your friends. Melee Mode is a free-for-all, no-holds-barred battle to the finish. The monsters with the most hit points for Knockdowns, KOs, Style Bonuses and Health Bonuses at the end of the match win. KOed monsters respawn until the timer runs out.

### Team Battle (3 to 4 Players) **RP**



Grab your best few buddies and team up for some massive monster tag-team action. Teams are either red or blue, and each player earns points for landing attacks on members of the opposite team. You can't hurt your teammate, but you won't earn any points. The team with the highest total number of points wins.

### Destruction (2 to 4 Players)



Destruction derby—monster-sized Stamp, smash and bash through a city, racking up points as you go. The more destruction you cause, the more points you're awarded. Destroy a building completely to earn points. The monster that deals the fewest blows wins the points, so watch out for point stealers!

## New Photos Revealed

When the difficulty level is set to medium or hard in Adventure Mode, you can find Acorn logos hidden inside the buildings of each stage. Each logo you find will unlock a nostalgic monster mama picture in the Gallery.



## The Time for Survival Is Now

Citizens will encounter dreaded monster Orga when using Godzilla 2000 in Adventure Mode on the hard difficulty setting. A beast of Orga's caliber could spell disaster for the world. With the support of every citizen (and monster), the world's cities can be saved! You must defeat every monster and free them all from the control of the alien invaders.

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If you feel the need for speed, EA Games has the fastest cars for your Nintendo GameCube.

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# NEED FOR SPEED HOT PURSUIT 2

## HEAD OUT ON THE HIGHWAY

When you mix the hottest cars in the world and relentless cops, you get the ultimate chase game, *Need for Speed: Hot Pursuit 2*. EA Games goes the extra mile to bring you the fastest, smoothest,

premier ride for the GCN, and it's delivered with so much game play depth that you'll never want to exit. This month, NP reveals both how to evade the law and how to bring racers to justice.



There's no way to avoid trouble in Hot Pursuit Mode. It's a race against a field of other sportscars with the highway patrol trying to catch them. If you slow down, the other cars leave you in the dust—I'll speed up, the cops are sure to be hot on your tail.



You don't have to confront the law every time you take the wheel. In Championship Mode, the races are just as intense as they are in Hot Pursuit, but the cops stay clear of the action. It's just you, the road and a pack of insane chrome-pushing 'cars to the finish.



In Single Race Mode, you can spend your Need for Speed points to unlock hot cars and tracks. The options include Tournament, Knockout, Single Race and Free Run Modes all for one or two players. Or you can wear a badge in Be the Cop Mode.



## IN HOT PURSUIT

Racing against other drivers is just the start of the fun in Hot Pursuit Mode. You have to evade capture, as well. The highway patrol has powerful cruisers, and the cops will call for backup if you upset them. The races take many forms, and, in some, you even get to be a cop. There are 33 HP races in all.



### Race for glory and points



Whether the race style is a quota, sprint, delivery, show-down, knockout or bonus event, your goal is always the same—to finish with the highest rating possible. When you select the race, the Time Menu lists the conditions for earning points.

### Open up the entire free to become a legend on the highway



As you learn how to beat the heat in the Hot Pursuit races, you'll open up a wide range of tracks. There are four main events, each with three variations, plus reverse and mirror options. In all, you need to master 40 tracks in the game.



### On time delivery



The first race—Lotus Elise Delivery—is designed for beginners. Beat the Elise to the finish line without being arrested to open up the next two challenges. Every time you move on in the race, the races get harder and the action is more intense.

### Deliver the McLaren safely and earn 150,000 points



The final delivery in Hot Pursuit Mode is a point-to-point race in the amazing McLaren F1 LM. To earn the maximum number of points, you must finish the race in two minutes and forty-five seconds or less. The police won't be amused.

## GETAWAY TECHNIQUES

When you're in the middle of a heated race, the last thing you want to see is a flashing light in your rearview mirror. It's best to deal with cops quietly wherever possible. The more you run a cop, the more stars will appear on his Attitude Meter. He's more likely to call for backup if he shows three or more stars. He's also more likely to call in choppers if you cause a lot of damage.

### Traffic jamming



Rain or use the PIT maneuver on your competitors so their cars become obstacles on the roadway. A cop following close behind you'll likely to crash into the wreck and give up the chase.



You can force incoming traffic to swerve or crash into a trailing patrol car. You can also make a quick maneuver around an oncoming car so that the cop behind you hits it.

Your Need for Speed career begins at the top of the branching tree, and ends at the bottom. As you win races, the tree will spread out, giving you new choices for your next challenge. If you perform well in races, you'll earn Need for Speed (NFS) points, which unlock cars and tracks in Single Race Mode. There are 20 basic car models and an additional 20 powered-up NFS cars. You can unlock new police cars, too.



## Out of sight, out of mind



Your best bet to ditch a cop is to use a shortcut. When you know a shortcut is just ahead, wait until the last sec and before turning onto the new road. Cops usually miss the turn.



Many cops stop and wait for you when you lose them by turning onto a shortcut. On a track with multiple laps, watch for the warning sign as you approach the shortcut the next time around.

## Timing and radio chatter are key



Keep an eye on the Cop Timer. If the distance between you and the cop is great enough when the timer runs out, the cop will and has no pursuit. The time lapse the P.I.T. maneuver or take a shortcut is when the timer has almost run out.



You can lose everything the cops say to each other, including the location of roadblocks and spike strips. The cops often tell each other which side of the road they intend to block. Use that knowledge to drive around the obstacle.

## DO THE P.I.T.

Real law enforcers use the Pursuit Intervention Technique (P.I.T.) to stop speeding cars by spinning them around. It's simple to learn using our three-step method and the diagram. As a racer, you can use the same technique against the police to end a pursuit.

- 1 Approach the rear faster from behind and from the side.
- 2 Aim the leader to make the suspect's car start to turn.
- 3 Push on through as the suspect's car spins out of control and flips.



## BE THE COP

It isn't easy being a cop, but it is a lot of fun. Once you don the uniform, you can call for backup units to help you stop speeding perps. But that's not the only way to stop speeders. Learn the official techniques, then apply them on the highway.



There are several ways to stop speeders. First, try naming their cars from behind. Some CPUs drivers lose control with little more than a badge they came to a stop. The game lets you know when you've made a suspect fall out.

## IN THE PURSUIT OF JUSTICE

You can give yourself a basic training course in the Single Race option, Choose Be the Cop Mode and set the difficulty to Beginner, switch on traffic and select the seven-minute time limit. Once you're on the road, cruise at high speed until you see a speeder. Hit the sirens when you're close to the perp to begin your pursuit. You can call for backup if you find to stop the speeder on your own, but you're limited to three requests for each type of backup.



## Meet your quota by busting speed freaks on the highway



Each of the Quota Races takes place in a black-and-white police cruiser. The clock is ticking and you have to stop a predetermined number of speeders. When you encounter a speeder on the highway, flip on your siren and put the pedal to the metal.



One way to slow and stop a fleeing scofflaw is to ram the perp's car and force it off the road. Use the P.I.T. maneuver or crunch the suspect's car against a shoulder rail or some other immovable object.

## When the going gets tough, call for backup to bust the perps



Some drivers won't stop no matter what you do. That's when it's time to call for reinforcements. Using the Control Pad, you can ask for more patrol cars, avoid black and even a string of spikes to lay across the road. If that doesn't work, there's one final option you can try.



Even with multiple cars giving chase, some suspects ride captive. That's when you want to call for the choppers. If you do, watch out for the explosive charges they drop. The explosions can damage police cruisers just as easily as speeders.

## Making a good bust and using backup wisely



If a speeder refuses to stop, or is too far in front of you to reach, call for backup. An extra patrol car or the chopper doesn't ensure a bust, but it should help you slow a speeding vehicle enough to ram it or perform the P.I.T. maneuver on it.



The surest way to stop a speeder is to call for helicopter backup. It's also the most dangerous thing you can do because explosives can damage your car. Use. Stay behind the nearest car, if possible, pull onto a side road to avoid the blasts.



Two patrol cars will set up a roadblock if you request it, but they can't cover the entire road and the speeder may be clever enough to back around the open end and escape. If that happens, follow the perp and try to assign them using another technique.



Calling for spike strips is less dangerous than requesting choppers—the spikes won't blow out your tires. Speeders can drive in and strike, however, so using them is not a sure way to make a bust. Try calling for stripes in winding sections of tracks.

## BE THE CHAMP

If the word of arena is driving you nuts, it's probably time to visit Championship Mode. Another 33 challenges await you on the Championship track. You can earn points on each race, drive new cars, explore new tracks and never have to worry about how fast you're going.



In the Wheel Championship race, you compete against a field of Wheelchair racers. With just two laps to prove yourself, use shortcuts to take and hold the lead position.



The Auto skin Challenge pits two Autos cars—the Ford T550 and the HSV Coupe GT5—against each other in a quick one-lap race on the Scenic Drive track with a field of aggressive drivers.



Pick the Ferrari or Lamborghini in a five-lap knockout challenge on the tropical island of Oahu. The track is knockout races, the last-place car on each lap is knocked out of the race.



The Ferrari F50 sport is a single lap on the Mediterranean Paradise track. Only Ferrari F50s need apply. The cars can exceed 200 mph, and you have to finish the two laps.





## FALL WINDS SAMPLER

Fall Winds is one of the four environments of tracks in NFS. The other environments are Island Outskirts, Mediterranean Paradise and National Forest. The map and tips below show one variation of the Fall Winds track. In the game, you encounter 12 variations, some with different names.

### The fastest line in a turn



A straight line is always the fastest way to get from one point to another. On the track, look for places where you can cut across the radius of curves and not lose any speed. If you drive on dirt or grass, you may lose a little traction, but not speed.

### Ease through the hairpins

The hairpins on Fall Winds can catch drivers by surprise and cost them time. Keep an eye on the next map, and when you approach the hairpins, get used to apply the brakes. Brake sharply, then tap the gas as you get through the widest part of the turn. Try to maintain speeds over 40 mph.



### Internal darkness



In the carving tunnel near case and of the course, it is dark enough to make it hard to see the walls. If you see another car or slow down just a bit to keep from rubbing the walls and flipping.

### MAP KEY

- FULL THROTTLE, NO BRAKES
- EASE OFF THROTTLE, LIGHT OR NO BRAKES
- NO THROTTLE, HARD BRAKES

## HOME DELIVERY

The Need for Speed series has been around for years, and Hot Pursuit is for GCM is the best of the bunch. The graphics are amazing, the sound track rocks and the depth of the game is unprecedented. You can play all the Single Race events as two-player games, too. We definitely find the need for Need for Speed.

### Learn the quickest route on the track



It's a good idea to take a slow lap around a race course to learn where all the shortcuts and traps are located. We've shown the shortcuts in black on the map. You won't see any shortcuts on the maps in the game itself.

### Wet and wild on the Island Outskirts



On the Island Outskirts course, you may find water on the road as you head up into the mountains. The water reduces your traction and ability to steer. If you can't swivel paddle in the very least, steer straight through it and don't try to turn.

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## Evolution Extreme

Game, battles surge to never-before-seen levels of intensity—all powered by e-Reader technology!

For some time, Pokémon battles have raged in the Nintendo video gaming world and across Wonders of the Coast cards. And now the worlds collide with the latest Pokémon TCG expansion—Pokémon e-Expansion. In addition to the new artwork and new powers, you'll find that each card has special Dot Code Technology that's printed along the edges. If you scan the code through Nintendo's new e-Reader, you can capture a wide variety of elec-

tronic effects on your Game Boy Advance. Each card has code on the narrow side—when scanned, it brings up a mininetwork of cool links related to the card, from card game rules to a chart of Pokémon evolutions. Many cards also have a code on the wide side, which you can scan to create electronic aids for playing the card game—and minigames and cartoons, which can help you pass the time when your opponent is taking a long time to make his next card move!



Scan the short code at the bottom of the card to make interactive pages of info appear on your GBA's screen.



The mininetwork also explains the rules for using the card. Each game's terms have links to lead to other pages that explain additional terms.



Card game aids include card figures and the rules, such as the one you get by scanning the Professor's Training Method card.



Some minigames require only one card, such as Cartoon Match, in which you and Chellie play with the speed and grace of a tale. You can scan other e-Card-related cards to alter the sound, music and background pattern!



Other minigames require you to collect a specific series of cards to complete them. For example, you can scan the cards on the Butterfree, Gengar and Moltres cards to play the challenging "Tower Power" minigame.



Cartoons require one or two specific cards. For instance, to view "Getchu," scan the long bar on the Jynx card. You can watch the happy Pokémon put the sad children in a teasing victim. Hilarious stuff—but you'll need the right card!



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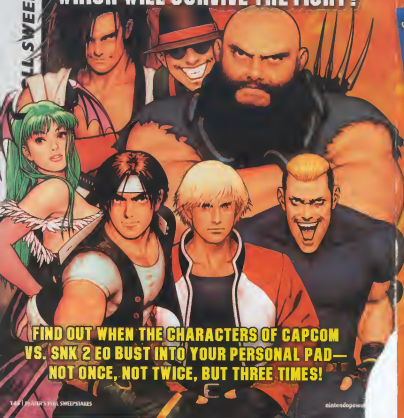
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## SECOND PRIZE

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# Nintendo Power

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Star Wars: The Force Awakens (Dec. 18, 2015) is a Star Wars film directed by J.J. Abrams. It is the seventh film in the Star Wars franchise, and the first in the sequel trilogy. The film was released in theaters on December 18, 2015, and was a critical and commercial success. It was nominated for several Academy Awards, including Best Picture, Best Director, and Best Adapted Screenplay.

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Authority <sup>2k3</sup>



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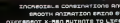
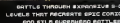
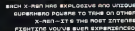
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# X-MEN

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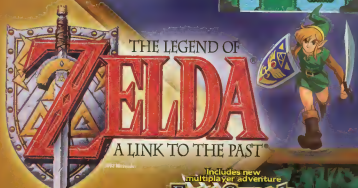
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## LINK TO HISTORY!

Nintendo Power recently asked a group of subscribers hanging out in Nintendo's online chat what they thought the best Zelda game was. And, lo and behold, a great and mighty e-battle ensued—what an argument! Lots of chatter said that the Super NES classic, *The Legend of Zelda: A Link to the Past*, was their fave. But everyone, no matter the preference, was glad that the 1992 title was coming back in full glory on the GBA.



Includes new  
multiplayer adventure  
**Four Swords**

One Pak, two games—the first Zelda game for the GBA crams in a classic and an all-new multiplayer dungeon adventure!

## LINK TO FIGHT!

*Four Swords* isn't merely a *Legend of Zelda* minigame on the same Pak as *A Link to the Past*. The multiplayer dungeon adventure is such a huge game that it took the staffers at Nintendo Power hours just to scratch the surface. Two to four people can play *Four Swords*—each must have a GBA and a Game Pak, and they must be connected with Game Boy Advance Link Cables. When the game is released on December 2, *Four Swords* will take us to a hilarious, ultracompetitive era of networked gaming.



## Both Sides of the Story

On the *Zelda* time line, *A Link to the Past* occurs after *Ocarina of Time*. Link is a little older and wiser—and Princess Zelda has again been abducted. This time, she's been imprisoned by an evil sorcerer, Agahnim, who is working for Ganon. Link's arch-enemy is trapped in the Dark World, so the Hyrulean hero must battle through both the gigantic Light World and the equally corrupted Dark World. The two overworlds are interrelated—their geography and treasures all tangled up—so you'll need to think in four dimensions!



Link jumps between the Light World and Dark World repeatedly—it's enough to give the best magical whiplash. Objects and buildings often have no otherworldly counterpart, such as Hyrule Castle's evil twin, the Pyramid of Power.

## Sounds Like Ocarina?

Fans of *Ocarina of Time* will discover a lot to love in *A Link to the Past*, as lots of the places, personalities, items and even theme music that appear in *Ocarina of Time* debuted in the Super NES game. Link first runs through Kakariko Village and swims through Lake Hylia in the game. He also wields the Master Sword and the Hookshot for the first time in *A Link to the Past*. In fact, many *Zelda* superfans believe that if you haven't explored Hyrule in the earlier game, you haven't been to Hyrule at all. See for yourself!



Playing *A Link to the Past* will be like coming home for fans of *Ocarina of Time*—Kakariko Village shops and still take only so much punishment, and the Hookshot remains the coolest item in gaming.

## The Four Swords Saga

Long before the *Four Swords* epic began, a boy challenged a wicked wind sorcerer with the Four Sword, a blade that allows its wielder to split into four heroes. Upon defeating the wizard, the boy imprisoned him in the sword, embroiled the weapon, then vanished into the forest. Years later, Princess Zelda senses a disturbance at the shrine and drags Link along to investigate—that's when chaos breaks!



## Multiplayer: Friends or Foes?

After Princess Zelda is kidnapped away by evil forces, Link grabs the sword and splits into multiple Links. On electronic, players simultaneously explore lots of complex dungeons, where cooperation and competition are equal parts of the game.



My friend! I'll tell all my friends we should find the princess and, so leave us a few Rupees or I'll wreck you with my sword!



One player, players may cooperate to defeat the evil boss. The next, they may show each other out if this way if Rupees are short. Ultimately, the Link is the most Rupees won a 30-minute sword.



## Adventure Awaits Outside

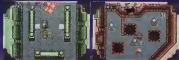
Both worlds are so huge that you'll feel like you've got two continents packed inside your GBA. In the Light World, you'll journey from The Lost Woods to the Desert of Mystery. In the Dark World, you'll roam from Haunted Grove to Misery Mine. And in both worlds, Death Mountain looms above it.



You'll meet many characters in the overworld, such as Sages who are the Elders, who restore a source of support throughout the entire epic.

## Evil Lurks Within

When you're not running through the dangerous overworld, you'll be plundering palaces and dungeons. They're filled with early Zelda foes—such as the stony Armos Knights—and a whole mythic zoo of ravenous newbies.



The Desert of Mystery hides many secrets under its sands. But you'll have to cross its overworld surface first, where ghosts emerge from the north and vultures circle in search of a feast.

## Brain-Draining 3-D Dungeons

Monsters may want a Hylian snack, but it's the dungeons that will eat your brain. When the visionary Shigeru Miyamoto created A Link to the Past, his dungeons broke level design out of the box, pushing the concept of dungeon crawling into three dimensions. They're still among the most inspiring and terrifying dungeons found in gaming—over a decade later. The dungeons not only simulate a fuller 3-D effect, with overlapping walkways and architecture, they also made the dungeons themselves into 3-D puzzles to be solved.



In some dungeons, you'll need to fall through the right hole to land on an advantageous spot on a lower floor.



A Link to the Past introduced many new dungeon elements—such as overworld maps—and their challenging design has stood the test of time.

## Buried Doom

If you can survive the puzzling dungeons, you'll come face to face with some of the most difficult bosses ever to sink around Link. Some are amazing resurrections from earlier Zelda games; many others are gaudier foes you'll find only in A Link to the Past. Every single boss, right up to the final battles with the head honchos, demands the most of Link's brain and brawn.



Some of Link's most infamous foes of all time are buried deep in the dungeons in plunders.



## Dungeons: All for One...

The dungeons in Four Swords are unlike those in any other Legend of Zelda game. Players must cooperate in every task. A player who runs off from the rest of the team won't get very far. (Unlike in the Ganister games, however, players aren't confined to staying in the same part of the dungeon.) Obstacles and barriers often require a whole team to overcome them—with either combined muscle or smarts. Cooperative challenges can be simple, such as when players must join together to shoulder a boulder, but they can also be very complex. The dungeons also encourage creative thinking and teamwork, as players must use their wits to solve puzzles and overcome obstacles.



An exclusive training center lets players transport to tiny, weapon-specific dungeons.



Players can carry only one special weapon at a time—which forces them to select specific items in solving a challenge. In one training dungeon, one Link must use the Clock Hat to unlock and enter a maze in a hole. Then another Link must tell a friend over a fence that the first Link must pick up and hit against a wall.

Throw the bomb last, or else I'll get blown to bits when I pick it up! Wait a second, are you doing that on purpose to see me?



Players need to find the keys to reach the subterranean spots that lead to the next dungeon—and must often search high and low for switches.



Players can pick up and throw other players. It's satisfying—and useful. We can help someone across a gap in a step on the other side.



Dude, you're hogging all of the treasure! The next one is mine, and I mean it! (Dude'll say that just a minute ago.)



One Link often puts the play while the other players do all the work in his of the volcano dungeons. Two Links must pull handles to trigger the appearance of a chest. Because one player is standing around, he or she can go on the chest and get the Agony! More and more challenges are shown around the next level—and the player has to be a team player when players find to be the greedy ones. Watch your back!



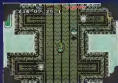


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Some of Link's most serious foes of all time are buried deep in the dungeons in planners.



Players need to find the keys to reach the teleportation spots that lead to the next dungeon—and even often search high and low for each one.

Players can pick up and throw other players. It's satisfying—and useful. You can hurt someone across a gap to stop or trigger on the other side.



Dads, you're hogging all of the treasure! The next one is mine, and I want it! (Don't I say that just a minute ago?)



One Link wins the glory while the other players do all the work. In one of the wildest dungeons, two Links must pull handles to trigger the appearance of a chest. Because one player is standing around, he or she can poison on the chest and get the Rupees! More multiplayer challenges are always around the next bend—and remember, tend to remember which player's head to be the greedy one. Watch your back!

Bound by family blood,  
He must return  
to the castle.

Tortured by his dark fate,  
He must recover  
Dracula's lost relics.

Cursed with perilous dangers,  
He must rid  
terror from the land.

And amid the depths of evil,  
Solve the mystery  
of a lost friend.

"A GBA Masterpiece"  
—Pocket Gamer

**Castlevania**  
Harmony of Dissonance



**GAME BOY ADVANCE**





# GAME & WATCH GALLERY 4

NINTENDO'S POPULAR OLD-SCHOOL REVIVAL SERIES MAKES A VIBRANT SPLASH IN ITS FIRST GBA APPEARANCE.

NEW TWIST TO OLD STYLE

1989-1992 Nintendo

ESRB Rating: E Mild Violence

## SELECT A GAME

### FIRE

The castle is ablaze, and Mario and Luigi must rescue Goomba, Yoshi and Donkey Kong Jr. Unlike in the classic version of the game, characters fall at different speeds.

#### BREAK AN EGG

Occasionally, an enormous egg will drop from the castle and crack open after hitting the trampoline. Some contain bombs, while others are... *Goomba, Yoshi, Donkey Kong Jr., and Koopa. So watch out!*

#### MAD DASH

Whimsical characters, including the falling at once, focus on the entire series and plan several steps ahead.

#### DEFYING GRAVITY

So much for the laws of physics—in this game, Yoshi and Kong fall at various levels, even from the Scramblers.

#### DOUBLE TIME

When the game speeds up, don't panic! Ramon pounces and reveal the angle to move, so a different spot too quickly.

### CLASSIC

#### SAME SPEED

In the classic version, the players fall at the same rate, which makes it easier for you to reset appropriately.

#### FOUR STORIES

In hard mode, jumpers will drop from low levels, forcing you to zip back and forth frantically.

## VIEW THE GALLERY

There's no final destination or end goal in the various Game & Watch contests. The objective is simply to play for as long as you can and get the highest score possible. You'll be rewarded with new games and additional gallery surprises.

### MUSEUM

Once you've collected the museum, you can view games to play by entering them. Then a scroll-down menu will take you to the game you want.

### MESSAGE BOARDS

Check the message board for descriptions of gallery items, Road hints and strategies for the various versions of each game.

### MUSIC ROOM

Listen to your favorite funky tunes in the music room. After you play a game, it will be available in the gallery.

### PRESENTS

After sampling music in the various games, check the presents menu, since it's included to receive special gifts and surprises.

## BOXING

For most games, classic boxing conjures up memories of Punch-Out!! But even Punch-Out!! had its ancestors. Old-school boxing games were all about having fast fingers.

### ODD & STRIKE

Post like a butterfly and ring like a bee. Draw your opponent in by leaning back, then strike swiftly.

### GO HIGH, LOW

Keep your opponent off guard by moving up the locations of your punches. Aim for the head, then the body.

### FINISH HIM

Once you've forced an opponent against the ropes, unleash a mad flurry of punches and don't let up.

### TROPHY COLLECTION

Win a match by pushing your opponent to the ropes and sending him of energy. You will earn a reward after each victory.

### CLASSIC

#### BUTTON MASH

The secret to victory in the old-school version is to tap the punch button at a 100-1000 rate.

#### KNOCK OUT

Don't look for a red or yellow. There's only one way to win. You fight until someone gets KO'd.







## REACH FOR THE STARS

Getting tired of the 2D games that are available from the get-go? The cartridge offers more than meets the eye, and there's

### RUN UP THE SCORE



You will earn one star for every 250 points. After watching a new game or gallery, you will receive a notification of the bonus item. Return to the Game Select screen to see how many stars you've earned in the classic and modern renditions of each game.

### EXTRA, EXTRA



Discovering the hidden games, such as Manhole and Crystal Fish, that you'll add to the museum by earning enough stars. Be sure to check the Presents section of the gallery for special surprises.

### SONGB GAMES



Play to unlock new music—playable games, or songs to play with friends and classic versions, by earning the maximum number of stars in the old-school games. Among the new games are Chef, Donkey Kong and Fire Attack.

### GALLERY GAZING



Head to the gallery corner and check out the museum to see if you've unlocked any additional old-school games.

## UNLOCKABLE GAME - CHEF

Chef is a fast-moving game that's similar to Fire. It puts you in the roll of fry pan flipper—you're in charge of keeping the flying food up in the air and off the ground.

### CENTER OF ATTENTION



When several items of food are in the air at once, position yourself between the falling objects. Run left and right with the A Button. Recognize that each type of food falls at its own speed.

### INTO THE FIRE



Food falls faster in the classic version, which makes the game more fun to play than its modernized counterpart.

### MORE UNLOCKABLE GAMES

#### MARIO BROS.

#### DONKEY KONG

#### OCTOPUS

#### FIRE ATTACK

## TURN BACK TIME

The Game Boy Watch series achieved great success on Game Boy Color because of its assortment of games and plethora of extras. The tradition carries over on Game Boy Advance. With nine available games (you must unlock some), each containing modern and classic versions, there's no end to the variety. Game & Watch Gallery 4 is the perfect addition to any gamer's library—not only does it provide a slice of gaming history, it supplies hours of addictive fun.



# MINORITY REPORT

STEVEN SPIELBERG'S FUTURISTIC THRILLER EXPLODES ONTO ALL NEXT GEN GAMING SYSTEMS

FALL 2002



## EVERYBODY RUNS



Minority Report's suspenseful high-action action-adventure is now available on PlayStation 2, Xbox, and Game Boy Advance.



Take on a unique high-action adventure with speed to burn, combat, action and an epic, jaw-dropping climax.



Minority Report's suspenseful high-action action-adventure is now available on PlayStation 2, Xbox, and Game Boy Advance.

PlayStation 2



AVAILABLE TO OWN ON DVD  
DECEMBER 17TH



GAME BOY ADVANCE



ACTIVISION

activision.com







# HAMTARO™

## Ham-Hams Unite!

Based on the popular animated TV show, Hamtaro is making its charming smash debut on Game Boy Color.



## Ham-Hams Rule!

Boss has worked hard to whip up a surprise for the Ham-Hams, but they're nowhere to be found. It's up to Hamtaro to round up the bunch, but first, he'll need to master a new language called Ham-Chet that all the "igitia" Ham-Hams speak. During your search, be sure to visit the HM Boutique, located in many areas of town. You can buy new clothing and items with which to play dress-up.



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SHOG: TV Tokyo. All Rights Reserved



- |                   |                     |
|-------------------|---------------------|
| 1) Clubhouse      | 5) Sunflower Market |
| 2) Acorn Shrine   | 6) Ruins            |
| 3) Sunflower Park | 7) Sky Garden       |
| 4) Sunflower Elm  | 8) Crow's Pad       |

Once Boss tells you about an area, a sunflower icon will indicate its location on the Town Map. An area's sunflower will open when you've found all the Ham-Hams in that area and learned all the Ham-Chet words. After you return every Ham-Ham to town to the Clubhouse, stars will fall from the sky and the sunflowers will be replaced with star icons. Go through each area again and find the stars.

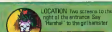
## Acorn Shrine

The golden sunlight peeks through the leaves of towering trees as little hamsters scurry playfully below. Maxwell and Bijou see romping around somewhere in Acorn Shrine, and Hamtaro needs to find them and tell them about the waiting surprise. Leave no acorn untamed!



### Items Found in Level

ROCKY: 1 HAM NOTES: 1  
ACORNS: 4 STARS: 2



**LOCATION:** Two screens to the right of the entrance. Say "Hamlet" to the girl hamster.

**MISSION:** With the right cawing, hamsters watch and will teach Hamtaro new Ham-Chet words. When Hamtaro learns a new word, he writes it down in his Ham-Ham Notebook. When you're missing a key word, a "T" appears in your chat choices.

### Try a New Approach

Try every Ham-Chet word available when interacting with another hamster. Sometimes, the direction you face when talking matters, too.

## Cookies



**It seems that the end is ahead here. Cook up.**

Talk to the mom hamster four times to hear about her son. Find her son in Sunflower Market and talk to him about the new treat's cookies. Get homemade cookies from his mom. Take the cookies to the son to make him return home.

## Trades



**My hand is over. But it's a little grade. It's the "the"!**

After returning Tricket to his owner in Sunflower Park, go to the Sky Garden and trade the "the" to the hamster brothers for a "chat." Return to Acorn Shrine. "Jack-O" the hamster with the nut and trade him the "the."

## Bugs



Bugs lives a hard life for "hidden things." "Jack-O" the rock near the sleeping hamster. A pig bug will roll out—watch where it comes and "Jack-O" the road there for a surprise. Other bugs will point out secrets, so watch closely!

## Bijou



**I want have been. I surprised that I dropped my. Shit!**

The impish, little Bijou plays a fun game of tag with Hamtaro, but during the game, she drops her favorite thing—a Shiny Rock. "Jack-O" the tree Bijou's behind, then say "Dopple" "Digdig" into the grassy hole on the right to find her Shiny Rock. Bijou will return home.

## Maxwell



Go beneath the shrine, one screen left of the sleeping hamster. "Jack-O" twice beneath the cracked spot on the wall. Stand in the light and say "Hamlet." When Maxwell falls down, face him and say "Napoleon." After you make him laugh, Maxwell will go to the Clubhouse.

	<b>LOCATION:</b> In the lower right corner of the area. Go to the door and say "Hamlet."
	<b>LOCATION:</b> One screen up from the door. Face the tower and "Jack-O" it.
	<b>LOCATION:</b> One screen up from the tower. Face the right tree and "Jack-O" it.
	<b>LOCATION:</b> One screen up from "Dopple." Face the red tree and "Jack-O" it.
	<b>LOCATION:</b> One screen left of the red tree. Face the moving grass and "Jack-O" it.
	<b>LOCATION:</b> One screen left of the moving grass. Face the hamster and say "Hamlet."
	<b>LOCATION:</b> One screen down from "Dopple." Face the hamster and say "Hamlet."
	<b>LOCATION:</b> One screen left of the jumping hamster. Face the hole and say "Hamlet."
	<b>LOCATION:</b> One screen up from "Dopple." Find and return Bijou's Shiny Rock.
	<b>LOCATION:</b> One screen down from "Dopple." After Maxwell falls, say "Napoleon" to him.



# Sunflower Park

The jungle-gym peaks and slide valleys of Sunflower Park are Hamtaro's next destination in his quest to round up all 12 Ham-Hams. Pashmina and Oxnard have been spotted in the park, so search high and low to bring them back to the Clubhouse.



## Items Found in Level

ROCKS - 8 HAM NOTES - 1  
ACINGS - 0 STARS - 2

### Your Hammo, Crow

When you get Pashmina's scarf back from Crow, reach him a Ham-Chat word. Hamtaro can send to Crow in places like the Ruins and Say Garden for tips and advice to other areas. You can also find the secret spot, Crow's Pad.



## Slip-Slide

After you learn "Hushings" from the sunbirding hick-dick, return and "Hi-hi-hi" her a second time. Leave the spot and return to find her gone from his chair.

Climb up the slide to find the slippery hamster and follow her to a secret area.

## Cheese

"Hi-hi" the white hamster that's counting, then help him find all three cheese hamsters. When he begins counting for the second game of hide-and-seek, "Hi-hi-hi" him for the Linbarger. The stinky cheese calls will let the Ham-Swap.

"Hi-hi" the white hamster that's counting, then help him find all three cheese hamsters. When he begins counting for the second game of hide-and-seek, "Hi-hi-hi" him for the Linbarger. The stinky cheese calls will let the Ham-Swap.

## Tricket

Talk to the hamster who teaches you "Hammo" to get the Cucumber and learn about his lost pet. Tricket Return to the Acorn Shrine where you learned "Koochi-O." "Hi-hi-hi" the sunflower seed to find Tricket. Take him back to his owner.

## Oxnard

Find Oxnard on screen up from and left of the entrance. Pick the pudgy Ham Ham and say "Hammo!" to hear about the Special Sunflower Seed he lost. Say "Chickadee" to Oxnard to reveal that he's been writing on his lost seed all along. He'll return happily to the Clubhouse.

Find Oxnard on screen up from and left of the entrance. Pick the pudgy Ham Ham and say "Hammo!" to hear about the Special Sunflower Seed he lost. Say "Chickadee" to Oxnard to reveal that he's been writing on his lost seed all along. He'll return happily to the Clubhouse.

## Pashmina

"Scroochie" as the second pole of the jungle gym to find Pashmina. When wind blows Pashmina's scarf away, climb down then "Scroochie" back up the first pole to find the Crow. Say a Ham-Chat word—Crow will drop the scarf. Touch Crow "Hammo" then return to Pashmina.

"Scroochie" as the second pole of the jungle gym to find Pashmina. When wind blows Pashmina's scarf away, climb down then "Scroochie" back up the first pole to find the Crow. Say a Ham-Chat word—Crow will drop the scarf. Touch Crow "Hammo" then return to Pashmina.

**LOCATION:** One screen up from the entrance. Face the hamster and "Hi-hi-hi".

**LOCATION:** One screen down from Oxnard. "Hi-hi-hi" the white hamster.

**LOCATION:** "Diggy" in the hole after you learn about the hole and sink game.

**LOCATION:** One screen down from "Blinka." "Tack-O" the right side of the sign.

**LOCATION:** Two screens right of "Blinka." "Diggy" on the flying hamster.

**LOCATION:** One screen right of "Hushings." Say "Hammo" then "Koochi-O."

**LOCATION:** One screen up and left of the entrance. Say "Chickadee" to Oxnard.

**LOCATION:** After Oxnard returns to the Clubhouse. Boxes will give you two words.

**LOCATION:** "Tack-O" the second jungle gym pole, and "Tack-O" the hamster.

**LOCATION:** Get Pashmina's scarf back from Crow at the jungle gym and give it to her.

**LOCATION:** One screen up from the entrance. Face the hamster and "Hi-hi-hi".

**LOCATION:** One screen down from Oxnard. "Hi-hi-hi" the white hamster.

# Sunflower Elementary

With summertime in full swing and the students on vacation, Sunflower Elementary has become a bustling hub of Ham-Ham activity. Panda's workshop is set up in a classroom, and Jingja's soothing tunes can be heard floating over the school yard.



## Items Found in Level

ROCKS - 4 HAM NOTES - 1  
ACINGS - 0 STARS - 2



### Cause and Effect

Backtrack whenever you find something new in the Ruins. Hamtaro can "Tack-O" a broken television set. These will fix down, and the fourth hits the elderly hamster on screen up. Go back and talk to him for a new Ham-Chat word.

## Tack-O!

To get past the lazy pop hoping in the schoolyard, stop in front of his nose and "Tack-O" him once to make a yellow Ham-go on center back. "Tack-O" him again to learn "Hammo." When it darts, roll about!

To get past the lazy pop hoping in the schoolyard, stop in front of his nose and "Tack-O" him once to make a yellow Ham-go on center back. "Tack-O" him again to learn "Hammo." When it darts, roll about!

## .com

Even hamsters have the Internet! In their claw ops, go to the computer room and use "Sticks" to turn on the power. Scamper over to the mouse and click on the picture of a Hamtaro to learn a new word, "Smoochie."

Even hamsters have the Internet! In their claw ops, go to the computer room and use "Sticks" to turn on the power. Scamper over to the mouse and click on the picture of a Hamtaro to learn a new word, "Smoochie."

After Hamtaro learns "Pashmina" from the elderly hamster in the Ruins, return to Sunflower Elementary. Climb the milk bottles in the lunchroom to find Jingja performing a song outside. Say "Hammo!" to Jingja, answer her with "Pashmina" then "Scroochie" to go to the Clubhouse.

## Panda

Find Panda talking in his schoolhouse workshop. Greet Panda with a friendly "Hammo!" to make him return to the Clubhouse. Panda is a handy hamster and can fix broken items for you. Take the bottle you find from the Ham-Swap to Panda in the Clubhouse for a repair.

Find Panda talking in his schoolhouse workshop. Greet Panda with a friendly "Hammo!" to make him return to the Clubhouse. Panda is a handy hamster and can fix broken items for you. Take the bottle you find from the Ham-Swap to Panda in the Clubhouse for a repair.

## Tea Time

"Tack-O" the lounge hamster in the lunchroom, then say "Goopee" to find out that he wants Flower Tea. Buy a bottle from the Ham-Swap and get Panda to repair it. Fill the bottle with Flower Tea, and give it to the rock hamster.

## Jingle

After Hamtaro learns "Pashmina" from the elderly hamster in the Ruins, return to Sunflower Elementary. Climb the milk bottles in the lunchroom to find Jingja performing a song outside. Say "Hammo!" to Jingja, answer her with "Pashmina" then "Scroochie" to go to the Clubhouse.

After Hamtaro learns "Pashmina" from the elderly hamster in the Ruins, return to Sunflower Elementary. Climb the milk bottles in the lunchroom to find Jingja performing a song outside. Say "Hammo!" to Jingja, answer her with "Pashmina" then "Scroochie" to go to the Clubhouse.

**LOCATION:** Face the dog and "Tack-O" him twice to make a little hamster appear.

**LOCATION:** In the school lunchroom. Say "Goopee" to the hamster.

**LOCATION:** In the computer room on the first floor. Say "Hammo!" to the hamster.

**LOCATION:** "Sticks" to turn on the computer, then click the picture with the mouse.

**LOCATION:** Say "Wheee!" to Panda after you buy the bottle from the Ham-Swap.

**LOCATION:** In the Lab. "Tack-O" the skeleton, then "Tack-T" at the hamster.

**LOCATION:** At the Flower Tea shop. Say "Hammo!" to the hamster drinking tea.

**LOCATION:** Say "Hammo!" then "Tack-O!" with the bottle to get some tea.

**LOCATION:** Take the bottle of Flower Tea to the rock hamster in the lunchroom.

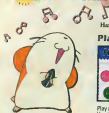
**LOCATION:** Find Jingja performing outside and say "Hammo!" then "Pashmina."

**LOCATION:** One screen up from the entrance. Face the hamster and "Hi-hi-hi".

**LOCATION:** One screen down from Oxnard. "Hi-hi-hi" the white hamster.



# Ham-Ham Dance



The only thing Ham-Hams love even more than sunflower seeds and playing in the sun is dancing the hosen away to hot, new Ham-Jams. Inside the Clubhouse is a Dance Hall where the Ham-Hams can boogie to Ham-Jams, edit songs or trade them with their very best "Hamma"

## Play, Edit or Trade



Play and edit Ham-Jams as you collect them to watch Ham-Ham dance! You can also trade Ham-Jams with a friend by using the online port on your Game Boy Color.

## Dance Away



In the Dance Hall, Ham-Ham can Ham-Jam to Ham-Chat words. Ham-Ham can perform a Ham-Jam that he's found or a masterpiece you've created through editing.

# The Ham-Ham Dictionary

Once you complete the Ham-Ham Notebook, return to the Clubhouse and talk to Boss. He'll reward you with the last Ham-Chat word and the Ham-Ham Dictionary.

## Clubhouse (25)

Ham-Ham  
Back-O  
Hi! Hi!  
Daggy  
Sproochie  
Soot-T  
Fakapaka  
Go-P  
Lucky  
No-P  
Yip-P  
Goodie  
Tee-hee  
Yippee  
Sticker  
Gushoo  
Blahoo  
Ouchie  
Gush  
Pookie  
Smidge  
Vah-T  
Pumpie  
Gut-B  
Gretchie

Greeting  
No!  
Sniff!  
Dig  
Climb  
Scratch  
Bite  
Bathroom  
Saw  
No  
Yes  
Good luck  
Really  
Yippee  
Poke  
Ask for  
Sad  
Ouchie  
Hurry  
Like  
Almost  
Vah-T  
Pumpie  
Gut-B  
Gretchie

## Acorn Shrine (12)

Meep-O  
Hemlo  
Kooche-O  
Daggy  
Sparkle  
Delish  
Yoeme  
Zuzzo  
Dingbang  
Nagiskee  
Thank-O  
Bizarro

Big  
Lonely  
Pretty  
Sorry  
Delight  
Delicious  
Snail  
Meep  
Neep  
Don't fret  
Thank you  
Strange

## Sunflower Park (9)

Husho  
Stunk  
Nashie  
Meep-P  
Hamma  
Chickadee  
Gulp-P  
Beastat  
Blah-T

Reveal  
Forget  
Secret  
Regret  
Friend  
Glow-up  
Thief  
Fantastic  
Angry

## Sunflower Elem. (10)

Hanchu  
Halfpuff  
Woshie  
Sproochie  
Whawha  
Hetchu  
Perkase  
Clinging  
Nowoman  
Dramoran

## Sunflower Market (9)

Kind  
Carry  
Beg  
Love  
Favric  
Kneplump  
Nokemp-P  
Wandachu  
See-see

Sell  
Give  
Freewang  
Emmy  
Play  
Eat  
Hungry  
Wonderful  
Invisible

## Ruins (14)

Letsee  
Pooes  
Tah-dah  
Shashoo  
Grit-T  
Bye-O  
Wah-O  
Paw-O  
Herk-O  
Nopookus  
Sook-O  
Blahie  
Blahie  
Blahie

Many  
Use well  
Show  
Hide  
Courage  
Goodbye  
Wait  
Scary  
Powerful  
Delish  
Vah-T  
Happy  
Tired  
Embarrass

Total: 86 words



# Ham-Hams Forever

With six Ham-Hams back at the Clubhouse, Ham-Ham is well on his way to completing the Ham-Ham roundup. What sort of great surprise could Boss have whipped up for the Ham-Hams? Everyone is waiting in anticipation for Ham-Ham to return with the last of the Ham-Hams. Check back at the Clubhouse for clues and new Ham-Chat words to use. Ham-Ham unites!



elitenetopower.com

To find the magic sword,  
fold page so dotted lines meet.



Expand your perspective above your head and get it! "Power the power" is the secret to the power of the sword!



Take down the evil and the "power" and the "power" of power, using your sword and the power.

You supply the courage.  
We'll supply the power.



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Fold page so dotted lines meet.





Meet Zappen, a little cricket with a big attitude and a pair of high voltage antennae he's not afraid to use, as he zaps his way through twisted worlds filled with non-stop action. He's not just a bug, he's one wicked cricket. [www.snatchedcricket.com](http://www.snatchedcricket.com)



**GAME BOY ADVANCE**



poly(5-trimethylsilyl-2-thienyl)



Come Mixed

[illegible]



# EPIC CENTER

Sometimes the Epic Center editors impress even themselves. Check the next two pages for news about upcoming Japanese releases from Square and Nintendo, then get all the Lunar Legend data you'll ever need. The screens and art below are from Final Fantasy Tactics Advance, and the goods on the next page come from Final Fantasy: Crystal Chronicles.



## FINAL FANTASY TACTICS ADVANCE

ファイナルファンタジー タクティクス アドバンス

Final Fantasy Tactics Advance is not a port, but instead an original game built from the ground up. The story takes place in a town called St. Ivories, and new characters, jobs and combat systems make it one of the most anticipated Japanese GBA titles of the year!



## FINAL FANTASY: CRYSTAL CHRONICLES

Square Soft has created some of the world's best RPGs (see NP Volume 156 for a Square history), and now a venture called Game Designer's Studio—co-owned by Square and Final Fantasy creator Akira Yoshinaka—is bringing the magic to the GCN. (Game Designer's Studio was sponsored by Fund Q, a development fund started by Nintendo's former president, Hiroshi Yamauchi.) Final Fantasy: Crystal Chronicles is a brand-new Final Fantasy title exclusive to the Nintendo GameCube and published by Nintendo. In a new twist on multiplayer action, FF-CC has a feature that allows up to four players to connect GBAs to a GCN and form a single party. Party members' stats will be shown on their GBA only, which means if you are poisoned, you'll have to ask the party's magic user for a healing spell! It's a groundbreaking concept for a console RPG game, and one that the Epic Center editors are very excited about. Of course, the game will still be a total blast if you play it solo. Each Final Fantasy title is currently slated for release in Japan only (FFTA in January of 2003 and FF-CC in spring of 2003), but we're hopeful that North American versions will follow. Stay tuned to Epic Center for more late-breaking Final Fantasy information!



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Enemy Name	Level	HP
Burg Dog	2	25
Deathcap	1	15
Pirate 1	7	46
Pirate 2	7	56
Flytrap	3	30
Ammonite	11	46
FatSnake	10	42
Killfish	11	50
Wisp	12	38
Todstool	13	25
Gumfoot	17	72
Ice Dog	18	5
Battlefly	12	22
Bethmoth	12	35
Wildboar	16	53
Earthel	14	66
Ant Lion	14	43
PudgyBoa	13	70
The Deep	16	100
Cyclops	19	130
Piranha	15	70
C Mirror	15	82
Meteor	17	90
C Knight	16	90
Flymet	17	85
Rook	18	85
Gargoyle	22	140
Neeroman	17	90
Darklord	19	120
BattleBat	21	85
Homunc	19	81
Kycklops	24	200
Giginy	25	150
Flutball	20	100
Puttball	23	175
Maneater	22	144
Devilfly	21	96
Blob	22	246
Burner	26	260

Enemy Name	Level	HP
Fire!	27	150
Scorpion	24	200
Mindblow	26	250
Sparkeye	28	350
Giga Ant	25	140
Merlance	27	292
SpikeRat	29	200
Waterel	26	170
Slime	25	200
Dryad	25	273
Ice Pup	30	140
Swarmar	28	170
Shrieker	26	100
Ironman	28	300
Sorcerer	28	150
Zane	28	320
Magichat	39	60
Specter	35	170
MechStar	33	167
M Mirror	33	151
Shroom	29	150
Ambush	29	200
Yeti	30	150
Inceptor	32	170
Torment	34	260
Coronest	30	140
Chaos	35	400
Goth	32	320
Piper	17	210
Zotto	17	420
MechTank	44	250
Stalker	34	140
Sergeant	34	210
RocBlar	32	178
Briller	39	310
Wyndham	35	236
Balken	37	260
D Mirror	35	109
Ur Golem	43	400

Enemy Name	Level	HP
Plankton	41	350
Disarmer	40	350
Blamage	38	300
Arrofish	42	270
Killfang	44	420
Archmage	40	320
Bomangel	42	330
Gigadeth	43	270
Pikuni	43	330
Gudeth	46	550
Rig Horn	46	500
Crusher	46	420
Asmodeus	66	606
Bomdevil	46	360
Hellslug	21	100
NoBrainr	23	120
Gorgon	20	107
Bad Buck	20	100
Ampshire	40	470
Hotfoot	45	450
Vor Boar	41	480
Natlus	44	350

Boss Name	Level	HP
Captain	4	321
Rin-Rin	7	491
Mel	10	370
EvilMist	13	1210
Frogzard	14	1621
Granddorm	16	1761
BronxDog	22	2060
Tempest	25	2700
Blacklamp	30	3001
Rubeus	30	4601
Taben	32	4801
MEmpere	34	5080
Royce	38	4880
Xenobia	40	4800
Guardian	40	5001
Ghaleon	40	6800



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Parental Strong Lyrics



PlayStation 2



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THE LOOTERS



AN EVOLUTIONARY  
NEW ADVENTURE  
FOR NINTENDO  
GAMECUBE

# EVOLUTION WORLDS



## A WORLD OF EVOLUTION

Ubi Soft's unique Evolution Worlds for Nintendo GameCube is based upon the popular Sega Dreamcast titles Evolution and Evolution 2. In addition to new changes, including retouched graphics, full voice acting and the new Top Hunter Mode, favorite characters return.

## YOUR FRIENDS

The party consists of three members. Mag and Linear are anatomically in your party, but you collect the third member. Choose from Gre, Pepper or Chain—each has his or her own unique strengths and weaknesses. You can swap party members while in a town.



**GRE HAID**

Mag's brother Gre, is a very well rounded adventurer. He wields up-close-and-personal spells in the form of chains and pegs up the party with healing spells.



**PEPPER BOX**

Pepper may be pretty, but she is a pretty handy & powerful. Though Pepper has limited skills, her tears make her a powerful ally. Pay her after each outing.



**CHAIN GUN**

Mag's replicant rival, Chain, has great multiple-target attacks and a useful group attack: laser talent. Pay Chain a portion of each assignment reward.

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Entertainment

ESRB  
E  
Content Rated  
Everyone  
Mild Language  
Violence

## PANNAMN TOWN

A quaint countryside community, Pannamn Town, is Mag's home and the origin of ancient tales about Eviolita, the legendary Cyfrane. While in town, you can form your party, save a record of your adventure, buy or sell equipment at the Adventurer's Hut and get assignments from the Historical Society.

### ADVENTURER'S HUT



The Adventurer's Hut offers one-stop shopping for all your adventuring necessities. Buy or sell items and equipment. When you're looking to buy equipment, green arrows show an upgrade, red is a downgrade.

### MAG'S HOUSE



Gre, Linear and Mag all reside at the Launcher family estate. Explore the house to get a taste of Mag's heritage and Linear's mysterious past. One door to the upper of the house will call attention to fight.

### PARTY FORMATION



Forming a balanced party is the key to successful adventuring. After you assign an equipment, select a companion to join you. Rotate your three friends equally as their skills are up to par for any encounter.

## THE HISTORICAL SOCIETY

The Historical Society issues assignments to eager adventurers. You are paid for each job you complete. As you prove yourself, you will receive better pay, open more locations, and have more freedom to choose party members.



Speak with Nephe the Receptionist at the Pannamn Historical Society to get your first, free adventuring assignment.

## USEFUL ITEMS

Lessening which items to use can make or break an adventuring excursion. Keep a good stock of restorative items, like Mokuva Ampoules and Nactine, on hand at all times. With only 30 inventory slots at the beginning, you must be selective.



### COMBINING ITEMS



Save inventory space by combining items. For example, combine individual pieces of Nactine to make a set. Try using combinations to discover new items.

TYPE	DESCRIPTION
◆ Mokuva, Mokuva, Mokuva Cold	Restores 500 HP. 300 MP to all party members.
◆ Venomot, Venomot+	Cures poison.
◆ Paraly, Paraly+	Cures vital levels.
◆ Somnol, Somnol+	Cures sleep.
◆ Psychol, Psychol+	Cures confusion.
◆ Visual, Visual+	Cures blindness.
◆ Mobilit, Mobilit+	Cures paralysis.
◆ Ichthyol	Cures all status disorders except blind.
◆ Mokuva Ampoule	Restores 100 MP and 50 HP.
◆ Herb	Restores 300 HP.
◆ First Aids	Restores a full HP, MP and PP.
◆ Ancient Eye	Blocks the enemy's special skills.
◆ Backlash & Forward March	Increases party members' defense in battle.
◆ Forward March Whistle	Moves party members to front rank.
◆ About Face Whistle	Moves party members to back rank.
◆ Line Up Whistle	Lines up party members on same side.
◆ Escape license	Helps you to escape enemies' traps/attacks.
◆ Wind, Fire, Ice, Lightning, Protection Packs	Protects against elemental type attacks.
◆ Hecticus	An especially useful item or one that you should save.







## COMBAT TACTICS

Combat in *Evolution Worlds* is built upon a strategic turn-based system. Move enemies and party members closer to battle or farther away, depending on the situation. Both enemies and allies take more damage when in the front row—they also attack faster and inflict more damage.

### EVASIVE ENEMY



Sometimes it's best to avoid combat altogether if you are running low on health, magic or items. Circle behind an enemy and make a break for it to evade the approaching foe.

### TALENTS TURN THE TIDE



Every character has a unique talent or two. Check out each character's talents and use them when the situation is right. Characters can use talents only once per dungeon.

### DEFEND TO THE END



When you become weakened, or know a strong attack is coming, defend yourself to lower the damage you'll take. Defend against bosses to keep your party standing longer.

### USING ITEMS IN BATTLE



Learning when to use items in battle is key. When your party is low on health or FP or plagued with status effects, items can save the day.

### ATTACK ORDER METER



The meter on the right indicates the attack order for your party and for enemies. Raise agility with spells or items to gain attack speed.

### TACTICAL MOVEMENT IN COMBAT

The basis of the battle system is an invisible formation board. Characters and enemies move forward and backward (see diagram), a maximum of three ranks. Attack ability and vulnerability to damage are strongest in the front. They decrease as enemies and characters move toward the rear.

### BATTLE FORMATIONS



Set your party formation on the battle formation grid before you enter a dungeon or engage in battle. Place stronger characters, like Mag, in the front row; weaker ones, like Linear, in the back.

### MOVING FORWARD AND BACKWARD



In battle, use items and skills to move your party members a set number of ranks forward or backward, one at a time, or one rank at a time. Watch out for enemies who move back or jump weak enemies forward.

### SURPRISE ATTACK



Sneak up behind foes to catch them off guard. When you surprise an enemy, your entire party gets a double attack and they get a second round in before the foe counterattacks.

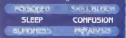
### SKILL STRATEGY



Skull attacks deal out a burst of high damage but drain your FP faster. Refresh your FP by performing regular magic attacks. Counter enemies who cast a skull block spell with Purge or Linear's Unblocking Touch spell.

### STATUS DISORDERS

When many enemies attack, they inflict a status disorder in addition to regular damage. Paralysis, confusion and sleep are especially dangerous—they keep characters from using all of their turns.



## DUNGEON 1

Your first assignment from the Historical Society is to explore the ruins near Pannam Town. Form your party and gear up for your first taste of adventure. Explore every corner of the six levels to find special items and equipment to improve your characters.

### DUNGEON TRAPS



Every dungeon or level with traps that look like recessed square panels in the floor. Some traps are beneficial and restore HP or FP but, in general, hug the walls of the passage to avoid snapping traps.

### SEARCH DEVICES



You'll find many items in dungeons that will help you with your quest. Map Search, Item Search, Enemy Search and the Navigator are all very useful for locating things you'll need and things you'll want to avoid.

## DUNGEON 2

The trials of the second dungeon present a true test of skill for Mag, Linear and company. The ruins sprawl for 12 twisting floors and are crawling with ravenous monsters and traps. Rare items are hidden among the rubble of the tower, so keep a sharp eye as you battle your way to the top. Return to town if your party needs rest.

### ENEMY ATTACK ORDER



Know each character's strengths and weaknesses. Mag can often take out an enemy with a single hit. Have weaker characters, like Linear and Geo, tag-team a foe. The more enemies you can defeat in the first round, the better.

### CRATES & PILARS



Treasure chests are often hidden in pillars and wood on crates. With Mag leading the party, press the A Button to smash the pillars or crates or to open crates. Enemies sometimes spring from there, too, so watch out!

### EQUIP AS YOU GO



Often you can find special items in dungeons that you can't buy in shops. Check out the equipment screen to see when new items you find will equip. Some items usually fit one character the best.

### ENEMIES IN DUNGEON 1

Enemy	75-100 HP
Big Gen	50-75 HP
Enemy A	25-50 HP

Indicates enemy to eliminate first

### BOSS: MANDASKUS



The massive, dinosaur-like Mandaskus has about 500 HP. Use Linear's Protection Spell and Neo's Healing Recovery to replenish the party's life. Beat Mandaskus with an onslaught of skill attacks to defeat it.

### ENEMIES IN DUNGEON 2

Enemy	80-100 HP
Archonoid	90-125 HP
Phantom	75-100 HP
Archonopteryx	100-125 HP
Archonoid	100-125 HP
Protector	100-125 HP

Indicates enemy to eliminate first

### BOSS: RAFRECIAN



The huge man-eating plant, Rafreclan, has 700 HP. Use Linear's Protection Spell and Strength Spell to boost the party. Use Neo's and Linear's healing spells to keep the party alive and have Neo's her members use skill attacks. Keep away from the front rank to avoid Rafreclan's syphon attack.

### SANTA MARIA!

You can't enter Maria's last level of her new location. Equip a Santa Maria on Linear and Mag to revive them in battle instantly. The more their worlds only once.





Whether you're in town or trading through the Internet, you can upgrade skills by using TP (Training Points) that you earn from battles. Check out all the skills you can learn and pick the most suitable ones. You can upgrade Cyborgs — tools and weapons use — too. [Learn More](#) [Join a Game](#)



Kronprinz Eugene has abducted Linx, and Mag is determined to rescue her. Gre and Pepper are great allies for the rescue mission. Bring as much Naoiin and Mokina as you can carry before departing. Eugene and his pals are a tough bunch.



After boarding Eugene's ship, a heavily armored tank and Eugene's soldiers will greet you. The tank must be destroyed before being a giant burst shell. Defend it possible and use skills to attack.



You must defeat Eugene twice. After the first encounter, head back to the Sea Otter. Recharge your energy, revive any fallen members and save your game before the second battle.



During the final battle with Eugene, he hops in a MechRobot. Attack him using Mag's strongest blows, Ge's boasts and Pepper's AI or Mother's Life Mokenas to kill your FR

After a warm reunion with Linear, Mag hops on the train to Museville with Linear, Gee and Nina. Mag's journey to Museville as the representative admirer of Pannam Town is disrupted by the Red Wolves, led by Carcano. Dermal the thugs to see the train pass safely.



You'll find a healthy, inexpensive source of healing in Muscoville at the street-side fruit stand. Buy some juicy raspberries to munch on while you travel.



Use the Tower of Doom to hone your skills by battling monsters. It's great training—you'll earn experience but lose nothing if you're defeated.



The truth about the sudden disappearance of Mag's father, Linear's mysterious past and the eerie connection between the two events is finally beginning to come to light. With Eugene behind them, Mag, Linear and friends finally settle down to some serious adventuring, completely unaware that the real danger is drawing closer with every step.



**The Legend Continues.  
in an All-New  
Adventure!**



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Discover gold, plants, ships,  
prehistoric mining caves,  
and the Lost Valley of  
The Dinosaurs as you  
explore 21 wild  
and wacky



Let your freemove  
speak, and let our  
animal cell to help  
you and your jungle friends  
escape from danger.



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### Mild Violence



GAME BOY ADVANCE

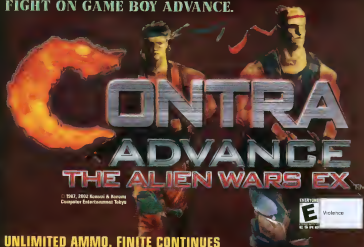


ACTIVISION

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# LOCK AND LOAD FOR A KONAMI FIRE FIGHT ON GAME BOY ADVANCE.



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## UNLIMITED AMMO, FINITE CONTINUES

Konami's Contra games became part of the video game canon in the '90s. If you ask Super NES veterans about it, you'll get an earful about the intense, old-school action of the

side-scrolling shooter. "They don't make 'em like that any more," they'll say. Well, actually they do—but they make 'em for Game Boy Advance.

### FIRE AWAY



A wide assortment of dangerous aliens and moving obstacles stand between you and, um, more danger from aliens and moving obstacles. Run and gun through the challenges while avoiding snoring, varied attacks.

### GIFTS FROM ABOVE



Shed alien skins out of the sky to make them drop power-ups, then use your new abilities to defeat your enemies. If you lose a life while you've got a power-up, you'll also lose the power-up.

## LEARN YOUR LETTERS: READING, WRITING AND RAPID-FIRE MISSILES



The spray power-up will fire deadly blasts in three different directions.



Harding missiles will shoot out nearby enemies—why their you ain't them or not.



The laser can't make more powerful than your normal projectiles, but it lets targets melt more quickly.



Transfer your gun into a power-charged bomb launcher when you pick up the C power-up.



You guessed it—the flame thrower throws a flame of lightning fire at your enemies.



A shield power-up will temporarily protect you from bodily harm. Be ready to dodge attacks when its effect disappears.

## LEVEL 1

### CITY IN RUINS

The aliens haven't left much standing in the city, except for you—and they aim to finish the job. Keep moving forward through the war-torn streets if you want to survive the onslaught.

#### 1. CAN'T-MISS MISSILES



You'll have an easy time fighting robots and rayguns if you manage to pick up the homing missile power-up near the start of the level. Once you have it, be sure to keep firing.

#### 2. FLIMSY FORTIFICATIONS



You'll reach a tough-looking wall near the middle of the level. Take out the turrets and the large robot on top of it, then shoot the wall a few times to knock it down.

#### 3. TANK THE LEVEL



Big time, a heavily armored tank then crawls down the heavily defended streets. The tank has a powerful blast—so powerful, the recoil will push you backward.

#### 5. FIRE DOWN BELOW



After an alien ship heads the streets, the asphalt will quickly turn to deadly molten rock. You'll be forced to hop between hot-sulphurized plot frames and slide across bent pipes to reach solid land safely.

#### 4. HIDDEN AND HORRIBLE



An alien tank will emerge from behind a collapsed wall to attack you, but you can exempt its march by blasting it if the second it appears.



Time your movements to avoid the regular blasts of red-hot magma that shoot up from the soap. Patience is the key to survival—no enemies will attack you while you make the crossing.

## BOSS ON THE HALF SHELL

### VULNERABILITIES

The giant turtle-like boss has two vulnerable areas—one on its shell and one beneath its body. Concentrate on shooting the lower area to end the battle quickly.

SECONDARY TARGET

PRIMARY TARGET

### TURTLE TRICKS



The boss has a supply of insect-like aliens in its shell that will harm you until you destroy their lives. Stand on the upper ledge to target their exit portal.



Stay alert for energy attacks from the alien mouth as you target the vulnerable spot on its body. It won't take many hits to bring the beast down.



# LEVEL 2

## TERROR TRAIN

All aboard! A train ride can be relaxing—if you don't have to fight wave after wave of marauding aliens. You'll also spend a large portion of your time on the outside of the train, hanging on for dear life.

### 1. RIGHT OVER THEIR HEADS



Hang on in the cabin to avoid the alien rubble hovering you. Be extra careful when you swing over crates—enemies can knock you down. Blast the last couple of aliens then exit the car.

### 3. BOTHERSOME BIKERS



You can shoot the bikers easily enough, but you'll give them opportunities to hurt you in the process. Keep moving—and jump over their blasts as necessary.



### 2. CHAIN REACTION



Lie down on the middle platform then concentrate your fire on a single robot until it explodes. After the first robot is destroyed, the next-and away will fall beneath your platform.



Stay on the platform while you target the robot beneath you with waves of shots. Walk back and forth while you shoot. Do not leave the platform until the second enemy is destroyed.

### 4. STOP HITTING YOURSELF



A big, clanking laser drill is impervious to your weapons, so you'll have to make it destroy itself. Position yourself under the machine's red dome so it will shoot itself.

## RUNNING INJURY

### SOLE SANCTUARY

When the robot gets ready to perform its Land of the Dance routine on your head, duck down in the left-hand corner of the screen to avoid injury.



### STOPPED IN YOUR TRACKS



Lie down on the very front of the train then blast away at the robot when it grabs the train. Its suicide attacks should go right over your head. Run to the left side of the screen when it fires energy beams.



Keep firing until the robot rolls two heads at you, then retreat to the left side of the screen. Lie down in the left-hand corner when the boss attacks, then fire when it retreats.

# LEVEL 3

## LEVEL-THREE SMOG ALERT

The gritty industrial area in Level 3 may give you lung problems if the aliens don't take care of you first. Stay alert for omnipresent, rolling gun turrets and giant, body-snatching insects.

### 1. ROLLING DOOM



Rolling robot turrets will catch up behind you, pop open, then blast you. They are invulnerable until their armor splits. Try to shoot them before they blast you first.

### 3. YOU KNOW THE DRILL



Hang onto a drill-wielding robot's moving arm while you blow a red spot underneath it. Be ready to pump to the safety of a railing when it finally explodes.

### 5. DROP SHIP



A hovering alien ship will drop bombs on you while alien troopers descend on you. Clear every the antenna and shoot the ship's vulnerable red spot. It will periodically reveal the spot during the battle.

### 2. SPRAY FOR BUGS



Work your way through more harras, then grab the railings. Aliens will try to grab you and carry you away. You can let one of them carry you to a railing, then shoot it to drop down to the railing.

### 4. STUCK IN THE MIDDLE



A robot will pin you against the right side of the screen, but you can safely avoid its claws by clinging to the wall. Avoid spikes and the robot's drill while you shoot its head.

### A BIG VISITOR



Remain in your safe position in the upper left-hand corner and continue firing at the robots. A few you shoot off their legs, their tenses will bounce around the room.



After the two small robots are gone, a big brand of theirs will arrive. Aim its laser and fire attacks by circling around the room. When you get a moment of relative safety, shoot at the robot.



The robot will eventually open a pile of mine bombs that cling to the walls, floor and ceiling. You'll have only a moment to scurry to safety before they explode.

## ROBOT TAG TEAM

### HANGING OUT

Hang in the upper left-hand corner of the room to avoid the two robots' attacks. You can nudge target them from your position.





# LEVEL 4

## HAZARDOUS HIGHWAY

Why walk when you can ride? Because it's really dangerous to ride! Hop on a high-speed motorcycle and attempt to stay healthy while a small army of alien attackers try to cancel your travel plans.

### 1. FIRE ALL OF YOUR GUNS AT ONCE . . . AND EXPLODE INTO SPACE



The beauty of the motorcycle—no whatever the aliens call it—is that when you jump off it, it'll stay behind you so that you can land. Keep jumping to avoid enemy attacks, then blast your way through waves of

flying monsters and a boss. After you get past the minor enemies, a giant ship that's filled with enemies will move above you. Stay alert for a wide variety of attacks, such as laser beams.

## TWO CAN PLAY AT THAT GAME

Contra Advance is a very challenging game, so you should welcome any help that comes along. If you have a friend with a copy of Contra Advance and a GBA Link Cable, join forces to

defeat the alien invaders. You can't shoot each other in Two-Player Mode, so feel free to fire at will. With luck, you'll both survive.

### 1. I'VE GOT YOUR BACK



Talk to your partner as you progress through the levels. You'll improve your chances for survival if you coordinate your attacks. Cover both the right and left sides of the screen.

### 2. SHARE THE WEALTH



There is the same number of power-ups in Two-Player Mode as there is in One-Player Mode. Don't be greedy—try to divide the spoils to increase your collective firepower.

### 3. RECKLESS DRIVING



Even though you can't shoot your partner, you may accidentally run him over while driving a tank. Also, don't stand behind the tank when your pal fires the gun—the recoil will make the tank lurch into you.

## DIVIDE AND CONQUER



Divvy up areas of a large target so you can make quick work of it. You'll also be able to reduce your vulnerability by taking out different attackers simultaneously.



If you double up your firepower, you can finish off bosses and mini-bosses in half the time. You'll often need to stand in the same position while you direct your fire.

## CONTINUING CARNAGE

A feast of frenetic fighting is still in front of you, so prepare for several more levels of new challenges. As you near the snare of the alien evil, the enemies will become more ferocious and the environments more treacherous. Keep firing if you want to survive.



## Disney Pixar MONSTERS, INC.



Comic Mischief

RADICAL



THQ

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LOOK WHAT'S MAKING A SPLASH THIS MONTH!

# TITLE WAVE

**DARKENED SKYE**  
**MONSTERS, INC.: SCREAM ARENA**  
**ROCKET POWER BEACH BANDITS**  
**SCOOBY-DOO: NIGHT OF 100 FRIGHTS**  
**BALLISTIC: ECKS VS. SEVER**

**DISNEY'S TREASURE PLANET**  
**SHREK: HASSLE AT THE CASTLE**  
**STREET FIGHTER ALPHA 3**  
**WWE: ROAD TO WRESTLEMANIA X8**



**TEEN**  
**T**  
 Blood  
 Violence



## DARKENED SKYE



Explore a fantasy world as Skye—a young shepherd with adventure in her heart and Skittles in her pocket. With her own identity still a mystery, Skye embarks on a journey to discover if magic still lies at the end of the rainbow.



On your way to the village, look for a small creature hidden in the hollow of a tree. Take the creature to the market and trade it for a Glow Fish. Use the Glow Fish to enter the dark cave near the village.



Use the Rubble Stone you find in the forest to blow up the large rock outside the dark cave and reveal a passageway. Return to the village and speak to Gervais.



Combine the red and orange Skittles to learn True Sight. Then cast it to reveal the path to Ogryne. Look for round burlap on walls to reveal platforms and open caves.



Pick up Spongyas you find and drop them in the water to access crystal islands. From the ledge, jump into the mouth of the turtle-like beast to get a green Skittle.

After you get the green Skittle, shoot the nearby button with Phantom Pulse. Jump across the rocks to a new area. Read the notes there for clues about how to cross



**EVERYONE**  
**E**  
 Cartoon  
 Mischievous



## MONSTERS, INC.: SCREAM ARENA



When Sully and his monster pals get together for fun and laughs, they play dodgeball—at least they do in THQ's GCN game based on themes from the *Monsters, Inc.* animated movie. One to four players hurl balls at each other in a wide range of fun settings. It's a mad monster melee.



There are all sorts of ways to play THQ's dodgeball 'em. For all "Versus" games require you to score the most points, be the last monster standing, hold the green ball for the longest time or even defend yourself from attack to win the match. In addition to the single-player game, there's cooperative Buddy Mode for two players and Party and Team Modes for up to four players.



Timing your moves to dodge incoming balls isn't easy. Use your B button to block out of the way of a tossed ball or deflect the shot by holding up a bagged ball.

### POWER PLAY

Meet the challenge in each area of the single-player Mode to unlock hidden characters, such as Boo wearing a disguise. After selecting everything, you can choose from 10 monsters in single-player or multiplayer matches. Also, if you beat all the challenges, you can play as each of the monsters wearing a different costume.



His a monster with special balls, such as the Disco and Tickle balls, to paralyze for a short time. That's your chance to pick it with the tail ball.



**EVERYONE**  
**E**  
 Cartoon  
 Mischievous



## ROCKET POWER BEACH BANDITS



When all the beach sand in Ocean Shores mysteriously disappears one night, the Rocket Power kids realize that their summer vacations are in peril. They also realize that something fishy is going on and that they'll have to save the day. THQ's Rocket Power Beach Bandits for GCN combines extreme stunts and clue-gathering for a wild ride with the Rocket Power characters.

### POWER PLAY

You can choose any of the four RP characters and explore the beach as fast as you want. It's a good idea to practice stunts when you get the chance because you have to complete the challenges to progress in the game. Grab all the coins you find, as well.



With limited time to outperform your rival on the Half Pipe Skateboard Challenge, build your Rocket Power Bar with simple moves before pulling big air and sick tricks.

Master the art of grinding and jumping on rails to take heading into Eddie's Muck of the Underworld Challenge. Practice before talking to O'Hair Sherry.

In the Shooting Gallery blast the targets in the distance to get the best score. Your zoom option helps, but the target's move fast enough to keep you firing rapidly.

As you venture into the wilderness around the lake, beware of attacking robots. Also, keep an eye out for skulls and pieces which you can climb to reach higher areas.





## SCOOBY-DOO! NIGHT OF 100 FRIGHTS



Rit roh! Scooby-Doo and the gang have scored up a new adventure, so you know you'll find gobs of zombies, ghouls and thugs with really bad masks. Something smells funny, and it's not Shaggy's rocks, so grab your box of Scooby Snacks and hop into the Mystery Machine!



Come Machete



You'll need 25 Scooby Snacks to unlock the Snack Gate blocking the front door of the mansion. Collect as many Scooby Snacks as you can find on the first floor. Enter the elevator and grab the key on the second floor. Open the door on the first floor to get the map. Head back outside, then get the shovel. Dig in a flowerbed to find the key to Smokey's Cove.



### POWER PLAY

Look for hidden rooms and passageways behind bookshelves. Open up from the hallway from the Haunted House. Once you can run, come back to the house to access secret areas behind them.



Head through the docks and meet up with Shaggy. Give Shaggy a boost to reach the the preserve. Then grab onto his legs. Swing onto the hanging crane to clear the path leading to the gate.



Scooby can't jump on the sticky surfaces of the pier, so try to avoid enemies. Find the Professor's Springs adventure at the end of the pier—it gives Scooby the ability to get into Double-Lungs.



Work your way through the Haunted Hedge Maze until you reach the Haunted Hill. There you'll find the Refrain, which allows you to defeat stronger enemies and smash through obstacles.



Mild Violence



### POWER PLAY

When robots attack, use tools to strike back with a mighty punch. Use the 4 buttons on the select screen to activate your attack. Most enemies watch other bots or drop items.



## DISNEY'S TREASURE PLANET



The hero of Disney's Treasure Planet for GBA is young Jim Hawkins, who hopes to find the legendary "Lost of a thousand worlds." But first he has to put his solar surfer back together and leave the planet of Montressor.



Before the adventure begins, you must find the Morph Generator, which allows you to study a room from a wide-angle point. Collect all the coins you can.



Search for your board at the Police Station and then punch the assembly formation and learn about new challenges and enemies.



Your sail is in the Mines. To get it, you need to find Morph's strength. Then punch the assembly robot so you can pick mine carts, pick up five more arrows and doors.



With your surfer reassembled, it's time to escape the planet. Dodge hazards, use and enemies, and shoot switches to reach the Smokey's Cove.



## BALLISTIC: ECKS VS. SEVER



Ecks is an ex-FBI agent, and Sever used to work for the National Security Agency. Naturally, when an outlaw corporation buys a nation's make, the two ex-agents leap together into a Game Boy Advance first-person shooter to save the world. (It's based on a fall-release movie.) You can choose to play as Ecks or Sever, and there's even covert action for two players—and one player gets to be a dog.



### POWER PLAY

Search everywhere for Red hidden areas, chests and power-ups. Shoot enemies, mines and other objects, and search to look for secret entrances.



The style of the game shifts depending on the character you choose. Ecks is a stealthy character as he tries to avoid too much fighting. Sever likes to kick it up. Pick up weapons and ammo whenever possible.



Use the zoom function of the sniper rifle to target distant enemies. While in Zoom Mode, you won't be able to use anything nearby, so make sure you're in a safe location before sniping.



For precision shooting, use the sniper rifle, hit the Select button to trigger the Manual Aim Mode. Manual aiming is slower than normal aiming, but it's more accurate.



As you progress in the game, full-screen mission objectives and entering new areas, you'll collect more weapons and equipment, from grenades and missiles to Kevlar vests and infrared goggles.



## SHREK: HASSLE AT THE CASTLE



Inspired by the animated blockbuster, Shrek belated characters, such as Princess Fiona, Donkey, and Lord Farquaad make an encore appearance on the Game Boy Advance. TDK Mediatrice and DreamWorks have teamed up to create a charming game. Shrek Hassle at the Castle has the same witty antics and heartwarming story that Shrek fans of all ages have come to love.



### POWER PLAY

The movie is the upper limit of your sword will flash once you defeat enough enemies. Press A and B simultaneously to use a special attack that eliminates all enemies nearby. Look for rocks and sticks to use as weapons, also.



After you find Donkey, you'll encounter the first boss, Knight. Defeat his soldiers first. When Knight charges, jump over his head and attack from behind.

Learn to use characters' ability to jump higher and higher temporarily by tapping A. Use bottom power-ups to reach items and gold coins or to cross large chasms safely.

The second boss is the Big Bad Wolf. He will dash at you with two different attacks. Dodge his huffing and puffing and snapping teeth by jumping. Then attack quickly.

Hold the B button to run faster—which is very handy when you need to complete a level in a set time or escape a horde of enemies. You'll also jump faster when you press B.





**T** Animated Violence



**POWER PLAY**  
Select your fighter then choose one of three GIMs. X-ISM allows you one Super Combo. A-ISM gives you three levels of Super Combo. And W-ISM has custom combos instead of Super Combo.



## STREET FIGHTER ALPHA 3



Capcom brings its most versatile fighter to GBA just in time for the holidays. One or two players start out with a choice of 31 popular SF characters, such as Ryu, E. Honda, Dee Jay and Chun Li. The game features multiple modes of play, an ISM setting for combos and an Option Mode that lets you adjust all the parameters of your match. It's the ultimate fighter for GBA.



Alphas pecked with play modes: In Single Mode, take on 10 opponents and a boss. With a friend, in Game Boy Advance Link Cable and two copies of Street Fighter Alpha 2, enter Vs. Mode or the cooperative Gramic Battle Mode.

Once you've killed the Super Combo Gauge at the bottom of the screen, launch a Super Combo attack. Each character has several Super Combos. Use the Training Mode to master all the Special Moves and Super Combos of your favorite fighters.



**E** Mild Language Violence



**POWER PLAY**  
As you play and win, you'll unlock items in the Shopzone. Use your winnings as chips. Hard-core fans will want a cool T-shirt, hat and autograph. Give them their favorite souvenir.

WWE: ROAD TO  
WRESTLEMANIA X8

THQ's newest wrestling title, WWE: Road to Wrestlemania X8, has made the road to becoming Wrestlemania Champion not only attainable, but portable, too. With features like realistic entrances for each wrestler, detailed Challenge and Exhibition Modes, multiplayer tag-team action and vital statistics for many of your favorite wrestling superstars, it's a must-have for wrestling fans.



Each wrestler has his own technique and arsenal of moves. Maybe your favorite wrestler is the Rock, Kane or Rob Van Dam—his best are all available to you. You'll be able to perform special moves in addition to all the standards, like pic drivers and rigo siems. Battle your way to the top and defend your championship.



Pick your favorite wrestler from a long list of the most well-known wrestling superstars in the WWE. Build your wrestler up, learn new moves and become the champion.



Go to the Title History to check out who currently holds which title belt. You can also view realistic vital statistics for each wrestler by going to the Superstars section.



**JUSTICE LEAGUE COMES TO THE  
GAME BOY ADVANCE**

When global catastrophe strikes and the world is in peril, the call goes out for the Justice League, the greatest super heroes of all time. Fighting for truth, justice and freedom, Superman, Batman, Wonder Woman, The Flash, Green Lantern, Hawkgirl and Martian Manhunter have banded together to fight for the common good against the Injustice League in an all-new action adventure title for the Game Boy Advance. Featuring 12 levels of non-stop action, gamers will overcome dangerous obstacles, an onslaught of villains and discover power-ups on the path to victory!

### GAME PREVIEW BY

WWW.JUSTICELEAGUE.MIDWAY.COM



**GAME BOY ADVANCE**



## Violence

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# Catch Up With Kirby!

## Home Video Hero

The pink powerhouse has been pulverizing King Dedede's special-delivery monsters every Saturday morning with a double dose of the awesome cartoon on the Fox Network's Fox Box. The phenomenon is getting bigger by the day. Here's great news for the show's superfans who want to catch up on Kirby—the first three episodes are coming out on November 12, all packed onto a single VHS or DVD. And even more are on the way early next year! Both formats include the exclusive preview for the upcoming Game Boy Advance game, Kirby's Nightmare in Dream Land. And the DVD includes a few more special features!

On VHS and DVD!  
Available Nov. 12th



The Kirby show has just about the catchiest theme song on TV. "Kirby, Kirby, Kirby, that's the name you should know!" Know the whole song by heart yet? The DVD extra, "Kirbybe," will help get you started with a fun song along that starts the show's spirited sidekick, Faloo and Falala.



Kirby's not the only mass you should know! There's Tit and Tuff and King Dedede and Escargoon and Meta Knight—and witness the way he shows! Catch up on who's in the next with the DVD extra, "Who's Who in Cappy Town," which features clips he into and onto clips of each character.



Episode 1—After crash-landing on Planet Popstar, Kirby meets up with the pink protector of the villagers. Could Kirby be the legendary knight from the stars whose mission is to save the village?



Episode 2—Kirby needs a place to live, but to pay rent he'll need a job! Unfortunately, King Dedede is determined to make sure Kirby fails at every turn. Will Kirby be chased out of Dream Land?



Episode 3—Kirby is challenged to a duel by the mysterious Meta Knight. Will our pink hero be able to withstand Meta Knight's attack? Not if King Dedede can help it!

## And in Other Kirby-licious News...

The website is absorbing more Kirby goodness all the time and sending it right back at ya. Check out the latest Kirby news at [kirbykirbykirby.com](http://kirbykirbykirby.com).

The TV show continues to deliver its one-two punch every Saturday on Fox Box—with 52 first-season episodes, expect huge plot twists ahead!



The GBA game will arrive in December, and Nintendo Power will have extensive coverage of Kirby's Nightmare in Dream Land in our next issue! ☞

[nintendo.com](http://nintendo.com)

FORGOTTEN REALMS  
Baldur's Gate

# DARK ALLIANCE

Live the Fantasy...

"Baldur's Gate: Dark Alliance looks like an absolute must-have game..."

- GameSpy.com



[bgdxbx.blackisle.com](http://bgdxbx.blackisle.com)

Explosive spell effects

Hordes of D&D® creatures



Blood  
Violence  
Use of Alcohol





Episode 3:  
Kirby's Duel Role

# Kirby

## Right Back at Ya!

KIRBY: RIGHT BACK AT YA!  
AIRS SATURDAY  
MORNINGS ON FOX.

Week by week, the Kirby phenomenon is building up more steam, as "episode by TV episode" Kirby keeps kicking monsters all over Fox Box on Saturday mornings.

Don't miss a single thing. Stay glued to [kirbyfox.com](http://kirbyfox.com) for episode previews, online activities and all the latest Kirby news!



KIRBY HAS SETTLED NICELY INTO CARBY TOWN LIFE WITH HIS NEW FRIENDS—AFTER VANQUISHING TWO OF KING DEEDÉ'S MAIL-DELIVERY MONSTERS. BUT THE PINK POWERHOUSE'S PEACE WILL SOON BE BROKEN AS DARK CONSPIRACY LOOMS AHEAD.



LATER, IN KABU CANYON:









LOOK, TIFF  
KIRBY'S FIGHTING  
BACK! MAYBE HE CAN  
BEAT META KNIGHT

OR MAYBE  
HE'S JUST ACTING  
LIKE KIRBY HAS A  
CHANCE T' WIN  
THE DUEL!

CLANG CLANG  
CLANG CLANG

KA-CLING!  
KA-CLING!

YOU HAVE A  
LOT OF HEART

BUT WITH THOSE  
TINY ARMS YOU  
CAN'T TOUCH ME!

HUMM

IF YOU TRULY FOCUS  
YOUR POWERS, NOTHING IS  
UNREACHABLE. I WILL PROVE  
IT TO YOU

THE STEEL OF MY  
SWORD IS HARD, AND  
THE STEEL OF MY WILL  
MAKES IT HARDER!

HUMM

ZITT

IF YOU ALLOW  
YOUR POWER TO  
FLOW INTO YOUR  
SWORD

ZITT

... AND THEN  
RELEASE IT

CPA-ACK

YOU CREATE  
THE SWORD  
BEAM!

KK-





# VELOCITY

DRIVE LIKE YOU'VE NEVER IMAGINED.™



GAME BOY ADVANCE



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# SCOOBY-DOO!

## Night of 100 Frights



### Hints & Tips

- Re-visit areas once you get your power-ups to find secret areas
- Collect all the Scooby Snacks™ in an area to unlock surprises
- Play the game on New Years and other holidays for a special treat



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WEE LOOO!™ & © Warner Bros.  
(TM)



[www.thq.com](http://www.thq.com)



**K-K-RUMBLE**

THE SWORD BEAM  
ALLOWS YOU TO USE  
YOUR POWER IN ONE  
CONCENTRATED  
ATTACK

**KRACKLEKRACKLE**

!!

IF YOU FOCUS,  
PERHAPS YOU CAN  
DEFEAT ME!

THAT IS HOW HE  
FOCUSSES HIS POWER!  
I MUST TRY TO DEFEAT  
HIM NOW FOR THE  
SAKE OF HONOR!

**ZZZZZZ**

KIRBY IS FREE OF  
ALL ANXIETY

**CLUNK**

**ZZZZ**

**CLUNK**

LOOK OUT,  
KIRBY!

**SMASH!**

WHERE ARE  
YOU, KIRBY?

**KOFF**

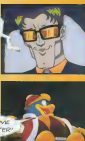
**KOFF**

KIRBY GOT  
KNOCKED OUT!

**KOFF**



AT KING DEDEDE'S CASTLE



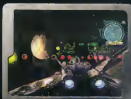
WHAT ALIENS HAVE  
NIGHTMARES ABOUT...

Stay Tuned and Watch Kirby's Right Back at Ya! Saturday Morning on EX





screenshots from PlayStation™2 computer entertainment system



screenshots from Xbox™ game system



# DEFENDER

SAVING THE HUMAN RACE

Game preview at [www.defender.midway.com](http://www.defender.midway.com)



[illegible]

**"Ubi Soft's limbless hero will soon strong-arm the competition..." -Nintendo Power**

This is multiplayer, non-nem Rayman style, zany and baroque. 15 obstacle-filled racecourses and 15 blistering collisions. You wanna represent in this arena? Here's a tip: keep one eye on the finish line and the other on your back and you just might smake'em all.

[www.raymanarena.com](http://www.raymanarena.com)

PC  
CD  
ROM

PlayStation 2



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# NOW PLAYING

POWER GUIDE TO THE LATEST RELEASES **NOVEMBER 2002**

★★★★ EXCELLENT ★★★★★ GREAT ★★★★★ GOOD ★★★★★ SO-SO ★★★★★ POOR

## MARIO PARTY 4

**Hop onto a Happening Space and party with the Mario gang.**

Your Nintendo GameCube becomes a mighty Party Cube for an all-new collection of seven Mushroom Kingdom-themed game boards and over 70 mini-games. Party Mode pits four competitors against each other in a winner-takes-all board game. Competitors throw dice, then hop onto board spaces where they can earn coins, stars or special items. After every-one has had a turn, the players engage in a randomly selected minigame in which they can team up with other players, or go solo, to earn prizes. In Story Mode, one player tries to beat three computer-controlled opponents. Minigame Mode lets parties play any minigame that they have already played, and the Extra Room contains two boards that are not part of Party Mode or Story Mode.

The new Mini-Mega system allows players to grow to monstrous proportions and snomp other players, or shrink to miniature size and engage in mini-games. Players can stop at item shops to trade coins for items, lottery shops for a chance to win prizes and the boo house to steal coins. A handicapped system even has the chance for all players, in case some players have had more practice at the game. Battle games are two-on-two tag matches.

The 3-D graphics and catchy music create a great party atmosphere, and the inventive minigames are never short on surprises.

**COMMENTS:** **George**—Mario Party 4 is the Super Smash Bros. Mecca of party games. **Andy**—Mario is still the best party around. **Coppat** games don't even come close. **Steven**—Many party games make board movements into a chore, but it is very tactical in MP4. The minigames are just as goofy as ever, with only one or two characters amid dozens of fun challenges.



• Nintendo  
• 1 to 4 players  
• Moderately  
★★★★★  
★★★★★  
★★★★★  
★★★★★  
★★★★★



## GOZILLA: DESTROY ALL MONSTERS MELEE

**Cities become battle arenas in a king-sized classic monster rampage.**

Godzilla, the king of all monsters, and so of its location rivals, engage in city-crushing combat in Godzilla: Destroy All Monsters Melee, exclusive to Nintendo GameCube. Up to four players can challenge each other or team up for colossal battles in more than a dozen huge arenas, such as Seattle, San Francisco, Los Angeles, London, Tokyo and Monster Island. The monsters can punch, kick, throw buildings and engage in special attacks. Godzilla breathes out a deadly heat beam. Megalon burrows underground. King Ghidorah flies above its prey and Anguirus flames everything in its path with an armadillo-like rolling attack. As the monsters battle each other and lay waste to the arenas in the process, military forces attempt to protect the cities.

with aircraft and machine guns—but they are no match for the wrath of the monsters.

The game takes its name and basic story line from the Toho classic, *Destroy All Monsters*, in which aliens take hypnotic control over Godzilla and the other inhabitants of Monster Island then set the monsters loose on the world. The battles begin, buildings topple and monsters rule. As the mayhem ensues the massive 3-D cityscapes, rife of great explosions and cool sound effects perfectly capture the atmosphere of the Godzilla films.

**COMMENTS:** **Alan**—The game is just so darn fun to play that I can't help but give it a five-star score. It's like Rampage with really good graphics. **Andy**—The fighting system isn't gung-ho, but the monsters make it fun. **Chris**—The opportunity to crush whole cities while playing as a giant lizard has its upside. **Steven**—It's like watching a creature from outer space.

It's like watching a creature from outer space to life. **Inagames**—Godzilla battles is totally hilarious, even if the controls feel a little willy-nilly.



## NEED FOR SPEED: HOT PURSUIT 2

**Exotic cars and realistic roads add up to high-speed heaven.**

So long running Need for Speed series screams onto the Nintendo GameCube at 160 miles per hour with a racing-and-chasing winner. Hop into a Ferrari 560 Spider, an Aston Martin Vantage, a Jaguar XKR or any of 20 turbo-charged machines, and take to the open road. The 33 Hot Pursuit events have you racing the clock, the authorities and other law-breakers in huge, realistic environments. A collection of 33 other racing events make up Championship Mode. With every event you complete, you unlock two more events until you reach the high-speed finish. Completing events also earns you NES points, which you can use to unlock cars and courses for single-race challenges. You can even drive a police car on your own high-speed pursuits.

Forty-eight short-cut courses span witty coastal highways, Mediterranean roads on steep cliffs and narrow mountain passes. You'll drive through wind, rain and clouds of dust as you strive to become the champion road racer.

**COMMENTS:** **Alan**—Hot Pursuit 2 is the best-looking racer yet for the GCN. The cars look real enough to drive off on their own. I prefer the more forgiving arcade-style controls of a racer like Burnout to the more realistic physics of this game, but the game is still a total blast. EA has a winner on its hands. **Chris**—The lush, detailed environments and the beautiful vehicles compete for your attention in this well-designed game. The course layouts are impressive, with plenty of shortcuts and obstacles. **Steven**—The game packs in lots of game play and replay value, with dozens of challenges set in beautiful locations. No other risk around less you play out and mouse while driving a Lamborghini. **Andy**—A great twist to the racing genre.



• Inagames  
• 1 to 4 players  
• Moderately  
★★★★★  
★★★★★  
★★★★★  
★★★★★  
★★★★★  
T Violence



• Electronic Arts  
• 1 to 2 players  
• Moderately  
★★★★★  
★★★★★  
★★★★★  
★★★★★  
★★★★★  
E





## EVOLUTION WORLDS

A world of dungeon-exploring adventure comes to Nintendo GameCube.

Exclusive to Nintendo GameCube, *Evolution Worlds* is an action-oriented, turn-based RPG based on *Evolution* and *Evolution 2* for Sega's Dreamcast. Join treasure hunter Mag Launcher as he takes on assignments for the Society in an effort to restore the reputation of his adventuring family. Mag can take two characters along with him on every adventure—choose from the mysterious heroine, Lonest, helpful butler, Gie Nade or rival adventurer, Chain Gun. Each character has his or her own set of special skills and talents that boost the stats of the team. Mag uses his power-packed, Cyframe—external equipment for all serious adventures—to defeat hordes of dungeon-dwelling enemies. As the story progresses, Mag learns about a Cyframe known as Evoluta and the

efforts of the evil Eighth Empire to claim the prize.

All of the game's dungeons feature randomly generated layouts and enemy configurations, which means that your experience will be different every time you return to a location. You'll return to dungeons often, too, because the number of treasures that you can hold is limited.

With anime-style graphics, fully voiced dialogue (with subtitles) and play control that works well with the game style, *Evolution Worlds* is a fun and satisfying RPG experience.

**COMMENTS:** **Chris**—*Evolution Worlds* doesn't have the stunning, realistic graphics that carry other RPGs—instead it opts for more cartoonish graphics that suit the game's nature. **George**—The game seems to emphasize dungeon hacking over a deep and involving story. It's a lot of fun but somewhat repetitive. **Alan**—If you are a hard-core RPG gamer, you might like this game. It's easy enough for newcomers to play, too, but probably too repetitive to hold their interest.



AGE ★★★★★  
 AVE ★★★★★  
 CMM ★★★★★  
 CSM ★★★★★  
 STMS ★★★★★

ESRATED  
**E** Comic Mischief  
 Mild Language  
 Violence



## TUROK: EVOLUTION

A popular first-person shooter takes the next step in its evolution.

*Turok* games have always been massive first-person-perspective fighting games with lots of weapons and M-rated violence. *Turok: Evolution*, the first Nintendo GameCube title in the series, is bigger than ever before and more violent, too. Set as a prequel to previous *Turok* games, the story centers on native warrior Tal Set and his adventures in the Lost Land. There, he takes on 32 different types of enemy, including the soldiers of Tobias Buckner and a large collection of carnivorous creatures. The dozen weapons that Tal Set has at his disposal include Variable Payload Cruise Missiles, Gravity Disrupter Beams and Swarm Bores, all of which are new to the series. Players can use the weapons to take out enemies and destroy objects in the environment, such

as trees and rock towers, which provides a new way to defeat big dinosaurs.

In addition to fighting levels that feature fast and smooth action, the game includes flight sequences, which put players on the backs of winged dinosaurs. There are more than a dozen different types of split-screen multiplayer battles—flying fights, deathmatches and team contests.

**COMMENTS:** **Alan**—The flying levels are fun, but, overall, this is a really average title when compared to *TimeSplitters 2* or *Metroid Prime*. **Scott**—The levels are big, the enemies are everywhere and the weapons range from primitive to fantastical. **George**—The first-person perspective viewpoint can be disorienting, especially with no map or radar feature. **Steven**—In striving for a natural environment, a la *Jurassic Park*, the game somehow comes out feeling more like the *Jurassic Park* ride at Universal Studios—large and impressive but linear at the same time.



AGE ★★★★★  
 AVE ★★★★★  
 CMM ★★★★★  
 CSM ★★★★★  
 STMS ★★★★★

ESRATED  
**M** Blood and Gore  
 Violence



# The All-Stars meet the small stars!

**Backyard**  
**BASEBALL**  
 Play with the Pros as Kids!  
**NEW**

GAME BOY ADVANCE

ESRATED  
**E** Blood and Gore  
 Violence

INFOGRAMES

MLB

PLAYERS



# NHL HITS 20-03

• Midway  
• 1 to 4 players simultaneously



The 20-03 edition of Midway's adrenaline-infused three-on-three hockey franchise is a deeper and more detailed game than its predecessor. In addition to improved graphics and camera control, NHL HITS 20-03 includes an updated Franchise Mode. Season Mode, an All-Star game, new fantasy teams, hockey school and six multiplayer leagues. A new season of realistic play possibilities connecting players into the late, too, Power play!

4.0 ★★★★★  
3.0 ★★★★★  
2.0 ★★★★★  
1.0 ★★★★★  
0.0 ★★★★★

# NASCAR THUNDER 2003

• Electronic Arts  
• 1 to 4 players simultaneously  
• 75 drivers, 23 tracks



Dale Earnhardt Jr. and Jeff Burton head a pack of 75 top drivers in the ultimate NASCAR racing experience. Enter a season or embark on a racing career that lets you manage every aspect of a racing team. If you want instant thrills, you can enter a single race, try to win one of 23 Thunder Races for the chance to unlock cars and drivers, or relive some of the greatest moments in NASCAR history in the game's 30 Lightning Challenges. It's fast fun.

4.0 ★★★★★  
3.0 ★★★★★  
2.0 ★★★★★  
1.0 ★★★★★  
0.0 ★★★★★

# SPEED CHALLENGE: JACOBS VILLENEUVE'S RACING VISION

• Uta Soft  
• 1 to 2 players simultaneously

This game had not been rated by ESRB.



Join Formula 1 racer Jacques Villeneuve for futuristic racing in the Speed Challenge League. With six high-tech cars to choose from and 11 racing tracks, the game offers Championship, Grand Prix and Season Modes, as well as a Special Series that grips the courses by track type and weather conditions. Scores of car design choices allow you to adjust your vehicle's top speed, acceleration, braking and tire grip.

4.0 ★★★★★  
3.0 ★★★★★  
2.0 ★★★★★  
1.0 ★★★★★  
0.0 ★★★★★

# KNOCKOUT KINGS 2003

• Electronic Arts  
• 1 to 2 players simultaneously



Have you ever dreamed of boxing? Now you can! In Knockout Kings 2003, a hard-hitting heavy-weight slugfest with more than a dozen famous boxers. You can even create your own fighter and live from the head gym to a golden retirement in Career Mode. The action is fierce, the graphics are great and the play control is rock solid.

4.0 ★★★★★  
3.0 ★★★★★  
2.0 ★★★★★  
1.0 ★★★★★  
0.0 ★★★★★

# ROCKY

• Uta Soft  
• 1 to 2 players simultaneously



The film series that put Sylvester Stallone on the road to stardom comes to Nintendo GameCube as an 8-day fight boxing experience that is jam-packed with lively references. Movie Mode covers 30 fights, through five chapters. Each chapter ends with a fight with a famous boxer, such as Apollo Creed or Claius Long. The game even has a most boxer training, scene and play control that rivals that of the Knockout Kings series.

4.0 ★★★★★  
3.0 ★★★★★  
2.0 ★★★★★  
1.0 ★★★★★  
0.0 ★★★★★

# NCAA COLLEGE FOOTBALL 2003

• Sega  
• 1 to 4 players simultaneously



While it doesn't have the horsepower of the long and majestic EA's NCAA Football 2003, Sega's NCAA College Football 2003 is solid and enjoyable. It uses the same silky, high-resolution graphics and intuitive controls as EA's NFL game and boasts more than 100 college teams and stadiums. With a quick play mode, realistic play, tournaments and six game modes, NCAA / College has something for every football fan.

4.0 ★★★★★  
3.0 ★★★★★  
2.0 ★★★★★  
1.0 ★★★★★  
0.0 ★★★★★

# Is there mud in your Blood?



## YOU BUILD THE TRUCKS. GOD BUILDS THE TRACKS.

Get revved up for the most insane off-road racing game to hit Nintendo GameCube. 4x4 EVO 2. With more than 40 upgradeable vehicles and over 30 treacherous tracks, you're either in the lead, or you're eating dirt.





# CRAP! SPINY DIMENSIONS

• TDK  
• 1 player



A surprisingly dark story and atmosphere—at least for the normally light-hearted adventures of the Friendly Ghost!—much of Spiny's GBA debut. The 3-D adventure and four worlds takes place in over 30 levels. Evil being Kibitz has captured all of the world's ghosts, except for Casper, and the much nastier must come to the aid of his peers. Casper floats freely, plots up power-ups and fires blasts of fire and ice at vicious enemies.

PLAY \*\*\*\*\*  
GAM \*\*\*\*\*  
CONT \*\*\*\*\*  
ENVI \*\*\*\*\*  
STORY \*\*\*\*\*

# GAME & WATCH GALLERY 4

• Nintendo/2D Megabits  
• 1 to 2 players simultaneously  
• Single-Pak Game Link



The first collection of Game & Watch games to reach Game Boy Advance packs in six simple, but fun, games for one or two players. The Classic Mode version of each game plays in the original graphics and stars Mr. Game & Watch. The Modern Modes feature updated graphics and popular characters, such as Mario, Toad and Snake. The games include the Game & Watch versions of Donkey Kong Jr. and Donkey Kong 3.

PLAY \*\*\*\*\*  
GAM \*\*\*\*\*  
CONT \*\*\*\*\*  
ENVI \*\*\*\*\*  
STORY \*\*\*\*\*

# CONTRA ADVANCE: THE ALIEN WARS EX

• Bandai/32 Megabits  
• 1 to 2 players simultaneously  
• Multi-Pak Game Link



Based on Super NES classic Contra III: The Alien Wars, Contra Advance offers a big collection of five 1-on-1 missions packed with combat action. Some of the missions are direct translations of Contra III missions. Others are new for Contra Advance. The number of missions depends on the selected difficulty level. Each mission includes scoring levels and time-eliminating special guns are a few of the night weapons.

PLAY \*\*\*\*\*  
GAM \*\*\*\*\*  
CONT \*\*\*\*\*  
ENVI \*\*\*\*\*  
STORY \*\*\*\*\*

# BALLISTIC: ECHO VS. SEVER

• BANDAI/32 Megabits  
• 1 to 4 players simultaneously  
• Multi-Pak Game Link



Former enemies join forces in BANDAI Entertainment's action Echo vs. Sever, first-person shooter. While a multi-person weapon-tossing card-carrying out on mid-pipe, Echo fights the great of home and Sever takes them on ahead over the course of more than 20 single player missions. The game's locations are larger and more realistic than its predecessor's, and it adds two more multiplayer modes for a total of five.

PLAY \*\*\*\*\*  
GAM \*\*\*\*\*  
CONT \*\*\*\*\*  
ENVI \*\*\*\*\*  
STORY \*\*\*\*\*

# DISNEY'S TREASURE PLANET

• GSI/32/34 Megabits  
• 1 player



Disney's retelling of the classic Robert Louis Stevenson story, Treasure Island, comes to Game Boy Advance as a single player, isometric-view adventure. As young adventurer Jim, you must jump and fight your way through a series of trap-packed areas on your way to riches and victory over Captain Jack. In addition to on-foot adventuring levels, players can access Solar Surfer riding sequences and unlockable clips from the film.

PLAY \*\*\*\*\*  
GAM \*\*\*\*\*  
CONT \*\*\*\*\*  
ENVI \*\*\*\*\*  
STORY \*\*\*\*\*

# SHREK: HASSLE AT THE CASTLE

• TDK/32 Megabits  
• 1 to 4 players simultaneously  
• Single-Pak and Multi-Pak Game Link



Featuring a cool, cartoonish graphic style and a story that mirrors the plot of the movie, Shrek: Hassle at the Castle is a side-scrolling, jumping and fighting delight with a story mode and a one-on-one fighting mode. The game takes place in seven Fairy Tale Land locations, including Shrek's swamp and Lord Farquaad's castle. Players take control over wacky, big-hearted versions of Shrek, Donkey or Princess Fiona. Pure fun.

PLAY \*\*\*\*\*  
GAM \*\*\*\*\*  
CONT \*\*\*\*\*  
ENVI \*\*\*\*\*  
STORY \*\*\*\*\*

# GAUNTLET DARK LEGACY



THE GAME WHERE YOU AND 3 BUDDIES ALL GET TO BE HEROES. ONLY THING IS, ONE OF YOU HAS TO BE THE CHICK.



Get your friends together for the original, all 4, one-on-one, all-back and slash, free 4-vit Gauntlet Dark Legacy brings all the excitement, fun and camaraderie of this classic to Nintendo GameCube™, PlayStation®2 computer entertainment system, Xbox™ video game system—and now the Game Boy® Advance!



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XBOX AND PS2 NOW

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PlayStation 2



GAME BOY ADVANCE





# CASPER: SPIRIT DIMENSIONS

• TDS  
• 1 player



A surprisingly droll story and atmosphere—at least for the normally light-hearted adventures of the Friendly Ghost—much Casper's GCN debut. The 3-D adventure and beat 'em up takes place in over 15 levels. Evil being Kibosh has captured all of the world's ghosts, except for Casper, and the meek spirit must come to the aid of his pals. Casper isn't too friendly, plucking up power-ups and feral blends of fire and ice at vicious beasts.

4.0 ★★★★★  
4.0 ★★★★★  
4.0 ★★★★★  
4.0 ★★★★★  
4.0 ★★★★★

# GAME & WATCH GALLERY 4

• Nintendo DS Megabits  
• 1 to 2 players simultaneously  
• Single-Pak Game Link



The first collection of Game & Watch games to reach Game Boy Advance packs in six single, but fun, games for one or two players. The Classic Mode version of each game plays to the original graphics and stars Mr. Game & Watch. The Modern Modes feature updated graphics and popular characters, such as Mario, "Red and Blue." The games include the Game & Watch versions of Donkey Kong Jr. and Donkey Kong 3.

4.0 ★★★★★  
4.0 ★★★★★  
4.0 ★★★★★  
4.0 ★★★★★  
4.0 ★★★★★

# CONTRA ADVANCE: THE ALLEN WARS IX

• Nintendo DS Megabits  
• 1 to 2 players simultaneously  
• Multi-Pak Game Link



Based on Super NES classic Contra III: The Alien Wars, Contra Advance offers a big collection of shoot-'em-up action packed with combat action. Some of the missions are direct translations of Contra III missions. Others are new for Contra Advance. The number of missions depends on the selected difficulty level. Tackling missions, cutting lasers and alien aliening spread guns are a few of the eight weapons.

4.0 ★★★★★  
4.0 ★★★★★  
4.0 ★★★★★  
4.0 ★★★★★  
4.0 ★★★★★

# HALLSTON: ECKS VS. SEVER

• Nintendo DS Megabits  
• 3 to 4 players simultaneously  
• Multi-Pak Game Link



Former a science-fiction shooter in RARE Entertainment's second Ecks vs. Sever first-person shooter. While a multi-dimensional weapon-taming card carries out on the side, Ecks helps the group of home and Sever takes them on board over the course of more than 20 single-player missions. The game's landscapes are larger and more realistic than its predecessor's, and it adds two new multiplayer modes for a total of five.

4.0 ★★★★★  
4.0 ★★★★★  
4.0 ★★★★★  
4.0 ★★★★★  
4.0 ★★★★★

# DISNEY'S TREASURE PLANET

• Nintendo DS Megabits  
• 1 player



Disney's retelling of the classic Robert Louis Stevenson story, Treasure Island, comes to Game Boy Advance as a single-player, isometric-view adventure. As young adventurer Jim, you must map and fight your way through a series of map-picked-up treasure. In addition to up-to-date advancing levels, players can access Solar Power-up, which allows you to unlockable clips from the film.

4.0 ★★★★★  
4.0 ★★★★★  
4.0 ★★★★★  
4.0 ★★★★★  
4.0 ★★★★★

# SHREK: NASTY AT THE CASTLE

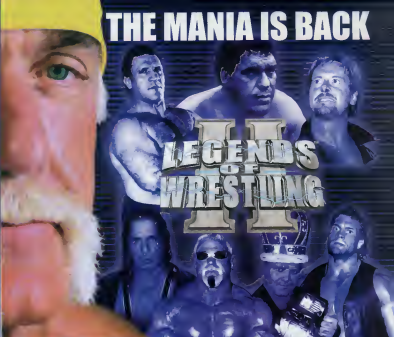
• Nintendo DS Megabits  
• 3 to 4 players simultaneously  
• Single-Pak and Multi-Pak Game Link



Featuring a cool, cartoonish graphics style and a story that mirrors the plot of the movie, Shrek Nasty at the Castle is a side-scrolling, jumping and fighting delight with a story made and a new one. Fighting inside. The game takes place in seven Fairy Tale Land locations, including Shrek's swamp and Lord Farquaad's castle. Players take control over Shrek, his beloved, Princess Fiona, Donkey or Puss in Boots, Puss in Boots.

4.0 ★★★★★  
4.0 ★★★★★  
4.0 ★★★★★  
4.0 ★★★★★  
4.0 ★★★★★

# THE MANIA IS BACK



# LEGENDS OF WRESTLING II

• Over 65 ring warriors • New match types : 6 & B Man Tag, Ladder, Cage and Battle Royal



• Body Slam Challenge • All-new storyline career mode • DVD bonus footage and wrestler interviews

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PlayStation 2

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# STREET FIGHTER ALPHA 3

• Capcom® Mega-Drive  
• 1 to 2 players simultaneously  
• Multi-Play Game Link



Mild Fantasy Violence



The evolution of Capcom's Street Fighter series reached its peak with Street Fighter Alpha 3. The Game Boy Advance version is a faithful recreation of the arcade game, with more than 20 characters, three control schemes (called "isms" in the Street Fighter universe) and two Turbo setups. It's perfect fighting fun for fighting game aficionados but could be confusing for players who are new to the genre.

AAA ★★★★★  
AA ★★★★★  
A ★★★★★  
B ★★★★★  
C ★★★★★  
D ★★★★★  
E ★★★★★

# NWE: ROAD TO WRESTLEMANIA 3D

• THQ® Mega-Drive  
• 1 to 4 players simultaneously  
• Multi-Play Game Link



Mild Language Violence



More than a dozen of the biggest names in wrestling, such as the Rock, Triple H and Hollywood Hogan, face off in the fight for four major titles in the biggest wrestling showdown in the Game Boy Advance. The game has five modes: Championship, King of the Ring, Royal Rumble, Greatest and Pay per View. Players can go head-to-head or pick up weapons for the ultimate brawling battle.

AAA ★★★★★  
AA ★★★★★  
A ★★★★★  
B ★★★★★  
C ★★★★★  
D ★★★★★  
E ★★★★★

# BARbie GIBBY DANCES

• Universal® Mega-Drive  
• 1 to 2 players alternating  
• 5 controls



Mild Violence



Bonnie, Max and five of their pals step out for a collection of nine simple party games for one or two players. D.J. Bonks is a CD-and-CD-cover matching game, similar to Concentration. Double Music is a color-matching game with a variety of fast-paced moves. Groove and Move is a simplified dancing game, and Corgi Line challenges you to start an ever-growing line of dancers. Other games include Tic-Tac-Toe and Checkers.

AAA ★★★★★  
AA ★★★★★  
A ★★★★★  
B ★★★★★  
C ★★★★★  
D ★★★★★  
E ★★★★★

# COKE: ROBOTS FOR EVERYONE: SHOWDOWN

• THQ® Mega-Drive  
• 1 to 2 players simultaneously  
• Multi-Play Game Link



Mild Violence



"If you control the hero, you control Bubble Tower," announces evil genius Dr. K at the beginning of another adventure for the Coke gang. This time, the battle is one based not on the classic mode, in which you can select your robot matchups. You can train robots with another player using a G.A. Link Cable, too. The graphics are great and the cut scenes are straight from the show.

AAA ★★★★★  
AA ★★★★★  
A ★★★★★  
B ★★★★★  
C ★★★★★  
D ★★★★★  
E ★★★★★

# EXTREME GHOSTBUSTERS: CORE EXOT-1

• DreamWorks® Mega-Drive  
• 1 player



Mild Violence



Ghost and Ecto-1 have gone missing, and the rest of the Extreme Ghostbusters team has set off to find them in a 3D level city-scraping adventure that has the bonus feature of capturing a variety of ghosts and phantoms. Two of the game's four environments are a ghost-filled city building and the secret lair of evil Count Muncher. The team travels from one location to the next in four over-the-top driving levels.

AAA ★★★★★  
AA ★★★★★  
A ★★★★★  
B ★★★★★  
C ★★★★★  
D ★★★★★  
E ★★★★★

# SPYRO 2: SEASON OF FLAME

• Vivendi® Mega-Drive  
• 1 player



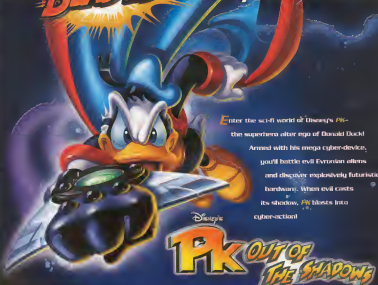
Mild Violence



Fourth time the battle with the Ripto is the Dragon Realm. Spyro and his pals discover that the Ripto needs their help not again, but now he's back in the city they were in Season of Ice. The Ripto is on fire. It just so happens that Spyro can breathe out a fire-breath and that returns the Ripto back to normal. The action is presented in the same style and it shows from the same isometric perspective as Spyro's last GBA adventure.

AAA ★★★★★  
AA ★★★★★  
A ★★★★★  
B ★★★★★  
C ★★★★★  
D ★★★★★  
E ★★★★★

# PK BLASTS into Cyber-Action!



Enter the sci-fi world of Disney's PK—the superhero alter ego of Donald Duck. Armed with his mega cyber-device, you'll battle evil Evulsion aliens and discover explosively futuristic hardware. When evil casts its shadow, PK blasts into cyber-action.

Disney's  
**PK OUT OF THE SHADOWS**



Violence



PlayStation 2



www.DisneyofK.com

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# SUPER GNAWS 'N' GHOSTS

• Capcom/32 Megabits  
• 1 player



Take a journey into the Ghost Realm with adventures knight Arthur and engage in classic side-scrolling action through more than 23 levels. The challenge is set as high as a faithful re-creation of the Super NES game. Collect eight types of weapons and learn types of armor, which enhance the power of the weapons, as you take on an onslaught of ghastly creatures. The new Arrange Mode lets you choose your path through the adventure.

IGN ★★★★★  
GAM ★★★★★  
GAME ★★★★★  
EWT ★★★★★  
OTW ★★★★★

# VIRTA TENNIS

• THQ/64 Megabits  
• 1 to 4 players simultaneously  
• Multi-Play Game Link



Create a tennis pro and embark on a World Tour in Sega's feature-filled Virta Tennis. You can train your pro in a large collection of weapons that improve your stroke, serve, footwork and volleys, and you can purchase items that will give you the competitive edge. When you're ready, you can enter tournaments and try to improve your pro's world ranking. Matches feature 12 tennis stars, including Venus and Serena Williams.

IGN ★★★★★  
GAM ★★★★★  
GAME ★★★★★  
EWT ★★★★★  
OTW ★★★★★

# HAMMERS: HAM-HAMS BROTHERS

• Nintendo/16 Megabits  
• 1 player



Join little Hamster as he embarks on a big adventure to gather the members of the Ham-Hams Clubhouse in more than a dozen hamster-friendly scenarios. The clever and amusing game instructs you in the fine art of HamChat, the Ham-Hams' language—useful for communication and problem-solving. As the adventure progresses, you'll accumulate items, outfits and shops that you can share with other players via a GBC Game Link Cable.

IGN ★★★★★  
GAM ★★★★★  
GAME ★★★★★  
EWT ★★★★★  
OTW ★★★★★

# KEY



NUMBER OF MINION CARD BLOCKS REQUIRED



ADVENTURE



ARCADE



FIGHTING



PLATFORM



PUZZLE



RPG



RACING



SHOOTER



SPORTS



STRATEGY

# CRITICAL MASS

To describe their unique, personal tastes, each of NP's diverse critics has ranked to game genres in order of preference, with the favorite type of game appearing first.

ALAN:



GEORGE:



ANDY:



SCOTT:



CHRIS:



STEVE:



# ESRB RATINGS

The Entertainment Software Rating Board evaluates each game's content and assigns one of the following ratings to reflect the appropriate age group for the game.



Early Childhood



Teen (13+)



Adult (18+)



Everyone



Mature (17+)



Rating Pending

To contact the ESRB, call 1-800-955-6276.



# Tetris is back.

If you loved it then, you'll love it even more now.



• The most popular videogame ever created is back with a new look and variations.

• Facing challenges await you with 4 variations of Tetris in Story Mode and Arcade Mode. Including the all new Hot-Line Tetris, Cascade Tetris and Paired Tetris.

• Look 3D words evolve and animate as a reward for clearing lines and reaching goals. See what each word is meant to look like.

• Enjoy Tetris Worlds together when up to four people play to see who is the best.  
(One player only on Game Boy Advance)



Deceptively simple, completely addictive.





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GANG ON NINTENDO.**



John Tarnary, Charlie, Kimi, Phil and Lili as they fly on magic carpets, race snowman down mountains and make an omelet in their own kitchen.



Totally licensed. Great as rental,  
glide on a slip line and cruise  
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Rockin' Power action.



The evil Yellands have invaded earth and captured all the parents of Belvedere. It's up to Benny Neuwirth and his dog Guilder to gather up the teens and rescue their parents.



Spiegelberg's *Sauerkraut* has  
relied on the Flying Dutchman  
from an endless number  
Nazi Spiegelberg's new  
his friends in this case - creating  
adventure of a lifetime!



**GAME BOY ADVANCE**



Many animals survive the harsh winter months by hibernating. How do they survive? Why do they hibernate?



John Timothy La Cava, The Bay Club  
Windsor is an attorney at law.



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Problema 4. (100%)  
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 Problema 100. (100%)



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before they  
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GAME BOY ADVANCE



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# THE MOST ACCLAIMED GAME OF THE YEAR



Violence



PlayStation 2



5 out of 5 -  
56,347 GoldenEye™ (m) and add-on  
IGN

9/10 - Game of the Month  
"The Definitive PS2 Shooter"  
PSM

4.75 out of 5 - "A Brilliant Game"  
Nintendo Power

Editor's Choice Award - "Awesome"  
IGN

Silver Award / Editor's Choice  
"Hair Apparent to GoldenEye"  
Electronic Gaming Monthly

"First Halo, Now This"  
Xbox Nation

# TIME SPLITTERS 2

OUT NOW

EIDOS  
INTERACTIVE







**Role  
Playin'  
Cubed**

**Fantastic Q  
Brave Adventure  
Devastating  
Legendary  
Mythical Treasures  
Massive Dungeons.  
Fierce Monsters.  
Intense Combat.  
Epic Fantasy Worlds.**

My  
Massive D  
Fierce Man  
Intense Com  
Epic Fantasy



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EVOLUTION  
WORLDS



**EVERY NATION HAS ITS FLAG.**

NASCAR® Dirt to DAYTONA® is a white-knuckle thrill ride that rips through four different intense NASCAR® series: Slide around dirt tracks on the edge of your seat, pull a few G's in a Modified, trade paint with other trucks and discover just how far 750 horses and a steering wheel can take you in the NASCAR® Cup Series. So strap on your helmet for the ultimate racing experience. And remember to salute the flag on your way to victory.



PlayStation 2





# NEXT ISSUE

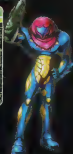
VOLUME 163 — DECEMBER 2002

## This Time It's Personal

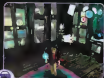


### Metroid Fusion

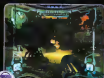
Samus Aran fights the most dangerous villain that she has ever faced in *Metroid Fusion*—a perfect copy of herself! Check out our strategy coverage of the game next month to find out how she'll pull herself out of the scrape.



## Great Previews and Reviews



### Harry Potter and the Chamber of Secrets



### Metroid Prime



### The Legend of Zelda: A Link to the Past / Four Swords



### Tony Hawk's Pro Skater 4

## Party on, Mario!



December's Player's Poll Sweepstakes celebrates the release of *Mario Party 4* with a chance to win the ultimate party for you and your friends. Prizes include *Mario Party 4* games and WaveBird Controllers!

## THE SPORTS REPORTS

The Nintendo GameCube sports game library is having a winning season. December's Sports Reports will bring basketball and golf to the forefront. Watch for the latest video game versions of NBA, PGA, NCAA, FIFA, NHL, and NASCAR action.



### NBA Live 2003



### Tiger Woods PGA Tour 2003

## Plus!

- JAMES BOND 007: NIGHTFIRE
- RESIDENT EVIL ZERO
- NOBOTECH: BATTLECRY
- MORTAL KOMBAT: DEADLY ALLIANCE
- FANTASY STAR ONLINE: EPISODE I & II
- DIE HARD: VENDETTA
- KIRBY: NIGHTMARE IN DREAM LAND (GBA)
- PRO RALLY 2002
- STAR WARS: THE CLONE WARS
- TAZ: WANTED
- TY THE TASMANIAN TIGER
- MATT HOFFMAN'S PRO RMX 2
- SONIC MEGA COLLECTION
- MEDAL OF HONOR: FRONTLINE
- SHREK: EXTRA LARGE
- SPYRO: ENTER THE DRAGONFLY
- BATMAN: DARK TOMORROW

## You found the Ocarina!



Sweet Potato

The Ocarina inspired by the Legend of Zelda® is now available!

**Easy to Play** — a well-tuned and finely crafted musical instrument!

**Made from High Fired Ceramic**

Includes a Songbook and Tutorial with simple finger notation for many songs and fancy tricks, plus Lullabies, Serenades and Minuets!

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includes Extended Range Songbook plus Regular Songbook I	
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You can also order:

Silk Carrying Case (padded, w/ zipper, handle, and embroidered dragons)	\$95
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Eagle Bone Flute



Pendant Ocarina

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# SUPER POWER SUPPLIES

## 2002 Hot Stuff



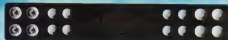
Nintendo

Large decoration on back.

### Metroid Prime Hat

Sure, you know you'll look cool in this hat, but did you know you'll also feel cool? You will, thanks to the brushed cotton construction. The Metroid Prime logo is prominently embroidered on the front, with the Nintendo® race-track logo embroidered on the flip side. Adjusts to fit any size.

Item #300227 \$15.00



### Metroid Prime Leather Cuff

A look so awesome, wearing this cuff could cause a sudden impulse to battle space pirates or fend off mutated alien bees... or something like that. Made of leather with the Metroid Prime logo debossed on the front side. Measures 1" by 9". Adjusts comfortably with snaps.

Item #300228 \$12.00



Nintendo

Large decoration on back.

### Star Fox Adventures Hat

Stand out in a crowd and let 'em know who's got it going on. Made of brushed cotton twill, solid black with an eye-popping 3-D Star Fox Adventures game logo embroidered on the front. Nintendo race-track logo embroidered above the back keyhole and Nintendo® logo embroidered on the side. Adjusts to fit all sizes.

Item #300226 \$18.00

### Star Fox Adventures T

Fox McCloud and your other favorite characters from the newest Star Fox game seemingly come to life on the 100% cotton T-shirt. Our special combination of 4-color process and high-density screen print creates vivid, life-like images. Features the Nintendo race-track logo on the back tagline, the Nintendo GameCube™ logo on one sleeve and the Nintendo logo on the other sleeve. Adult sizes: MD-LG-XL.

Item #300225 \$22.00

All plush toys are recommended for ages 4 and up. All products are available while supplies last. For best product enjoyment, please unroll and please today.



### Mario & FLUDD Plush

No one messes with Mario's vacation, and you can be sure this limited edition plush is ready to handle the obstacles. He's possible, stands a striking 9" tall (approx), and comes equipped with the (iron working) Flash Liquidizer Ultra™ Dousing Device on his back. Collect him today because when he is gone—he is so outta here.

Item #300231 \$12.00

### Metal Mario Key Chain

In a word, stylish. Metal key chain with black leather strap measures 1" wide by 1" tall and features everyone's favorite plumber.

Item #300155 \$6.00



### Super Mario Sunshine™ T

Be like Mario when you're wearing this 99% cotton/1% poly athletic gray T-shirt featuring Mario in his latest piggyback adventure. Cool ink and special density treatments create screened images so intense, they leap right off the fabric. The Super Mario Sunshine logo is embroidered on one sleeve, the Nintendo race-track logo resides on the back tagline and the Nintendo GameCube logo sets up shop on the other sleeve. Adult sizes: MD-LG-XL.

Item #300229 \$22.00



Large decoration on back and sleeves.

Nintendo

GameCube

GameCube



### Super Mario Sunshine™ Hat

More Mario mania in a hat that totally rocks. It features the game logo on the front and Mario secretly embroidered underneath the bill. Just be careful when you walk, because the matchspeed one could be a big distraction. Under side displays the Nintendo race-track logo.

Item #300230 \$18.00

Embroidery on under side of bill.

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PlayStation 2



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